TALES OF HEARTS R
OFFICIAL COMPLETE GUIDE

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To recover the girl's Spiria

The boy sets out on a journey

In the frontier village of Seeburu
Sing, a boy living a peaceful life.
One day, he finds on the village beach
a girl who has lost consciousness.
At his encounter with the delicate girl Kohaku,
Sing feels the surge of Spiria,
but a terrible threat is closing in on the two of them.

Suddenly, they were attacked by the mage Incarose,
Kohaku, whose Spiria was wo
unded. Shing, wielding the m
ysterious armament Soma in
herited from his grandfather,
frantically tries to save her,
but ends up shattering the S
piloon—the source of Spiria.

Kohaku's Spiloon scattered across the world.
To collect every one of them
and restore her smile,
Shing leaves the village where he was born and raised.

On the road ahead,
unaware that his own destiny awaits...

TALES OF HEARTS R
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SYSTEM 1

System

How to Play the Game

HOW TO ADVANCE A GAME

Here, we introduce the information and basic flow needed to progress through "Tales of Hearts R" (hereafter "Hearts R").

Adventure the world together with companions

The world in which the protagonist Shing and his companions adventure contains places such as towns and dungeons, and in the story they set those locations as destinations together with their companions. You will go on an adventure. Along the way, there are many diversions besides advancing the story, such as sub-events (P.288) and skits (P.406).

TOWN

Towns are places where people live, such as streets and villages. In towns you can find facilities essential for adventuring—inns, item shops, armor shops, and the like—so you can make preparations. You can also get hints from residents to advance the story and accept side events that involve solving requests from them.

POINT: Save your progress at memory points In towns and dungeons, there are places called memory points where you can save the game's progress. There are two types of memory points: yellow and green. Touching a green memory point will restore the HP and TP of the entire party. Note that there are no memory points in the field, where you can save at any time.

POINT: Use the Sorcerer Ring to deactivate mechanisms As the story progresses, you obtain a valuable item called the Sorcerer Ring. After acquiring it, pressing a button lets you aim and release energy, and hitting a mechanism with it causes some kind of change. The types of energy increase up to three as the story advances, and they can be switched using the L button. ● Types of energy you can release

Energy Shot

Energy Blow

Energy Link

FIELD & DUNGEON

In fields and dungeons you will encounter enemies (random encounters) and proceed toward your objective while fighting. As the story progresses, you can press a button to travel using a Soma called Lianhee that can fly in the sky. Also, investigating item markers on the field or treasure chests inside dungeons will yield items.

CHECK

Use the navigation map to guide your adventure

The navigation map displayed at the top right of the screen lets you check terrain you have visited. On the field a world map is shown, while towns and dungeons display detailed layouts. The following ● are the main icons shown

Icons like these are displayed. Pressing the R button changes the map size, and on the field pressing the START button lets you confirm the locations of towns and dungeons.

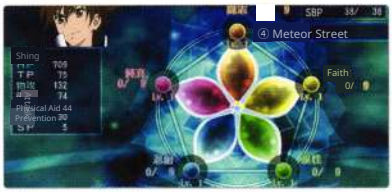
Icon	Meaning	Field	Town	Dungeon
	Playable Character	○	○	○
	Person	—		
	Treasure Chest	—		
	Defense Shop	—	○	○
	Item Shop	—	○	○
	Book-style	—	○	—
	Buildings You Can Enter	—	○	—

Icon	Meaning	Field	Town	Dungeon
	Eye Ladder	—	○	○
	G Grade Shop	—	○	—
	Inn	—	○	—
	Memory Array	—	○	○
	Town	○	—	—
	Dungeon	○	—	—
	Wharf	—	○	—

MENU

The menu screen can be opened while exploring a town, the field, or a dungeon. On this screen you can perform preparations mainly related to combat, such as organizing the party, changing characters' equipment, and checking status. You can also read the manual for controls and summaries of the story so far.

POINT | Strengthen characters with Soma Build Each character has five spirit parameters that indicate the strength of their heart. By distributing SBP (Soma Build Points), which are obtained when a character levels up, to the spirit parameters, you can enhance stats and learn artes and skills. 67



POINT | Use artes and techniques to achieve victory Enemies encountered in dungeons and the like are fought using the main party set on the menu screen. Up to four characters can participate in battle, and if all become incapacitated, it results in a game over. Use normal attacks and artes effectively to aim for the enemy's complete defeat.

BATTLE

When you encounter enemies in fields or dungeons, you will enter combat. Also, depending on story progression, you may face particularly tough boss-class enemies, many of which appear when you advance to specific points within a dungeon. Additionally, battles can occur in some towns, so do not let your guard down.

Menu Screen

MENU

To advance your adventure, organizing the party and strengthening characters are indispensable. All of these settings are performed from the menu screen.

How to Use the Menu Screen

The menu screen is displayed by pressing a button in towns, fields, and dungeons. Many of the things you can do here relate to strengthening characters, equipping items, and issuing tactical commands; the contents for each menu item are related to combat, so be sure to review them before battle. Note that some items can also be configured from the in-battle menu (P.019).

Name		Explanation
Arts & Techniques		P.024 Use some Arts and Techniques. You can also set whether allied characters will use them in battle.
Items		P.009 In addition to viewing the items you have, you can use certain consumable items.
Equipment		P.009 You can change the equipment and titles that characters can equip.
Soma		P.012 Use SBP (Soma Build Points) to level up each character's spirit parameters.
Skills		P.014 Set the sets of skills each character has learned.
Battle Settings P.036	Tactics	You can configure how allied characters fight.
	Formation	You can set, for each character, the starting distance to enemies at the start of battle and how they manage distance during combat.
Cooking		P.016 By using ingredients to cook dishes, you can obtain special effects such as recovering HP and TP or adding resistances.
Status		P.010 You can check character stats and Soma Links (P.015), and change costumes and attachments.
Library	Monster Encyclopedia	View the abilities and appearance of enemies you have defeated or have encountered using "Spectacles".
	Collector's Encyclopedia	View data of items you have obtained.
	Synopsis	You can view a summary of the story so far.
	Manual Book	You can view explanations about the game's controls.
	Record	Records A comprehensive record where you can check various game logs and view the number of times characters have been used
System	Save	You can save your progress in the game. Can only be selected on a field or on a memory point.
	Load	You can load your progress in the game.
	Config	You can change game settings such as message speed and difficulty.

Party Formation and Changing the Party Top

Up to four characters can participate in battle. These members are called the main party, and the reserve members are called the sub party. You can change the number of members in the main party and reorder them on the menu screen by pressing the direction keys or pushing the left stick to the right and moving the cursor over a character. Use the button to reorder the main party and the button to change the number of members. The player controls the character at the top of the screen. In addition, you can separately change the character displayed while moving (the party top).

Party Configuration Rules

- Up to four characters can participate in combat
- Move the cursor to a character and press a button to swap party members
- You can change the number of members in the main party by placing the cursor on a character and pressing a button; there must be at least one member
- Allies in the sub party who do not participate in battles receive 70% of the experience points awarded to the main party
- Certain sub-events occur only when the party leader during movement is a specific character

Item Categories

There are eight types of items, including consumables that take effect when used and equipment such as armor that characters can wear. Most items belong to a single type

Since you can hold up to 15 of the same item, it is basic strategy to buy and stock as many consumables as possible at shops for frequent use in the menu and in battles.

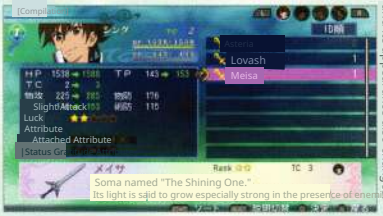
Main Uses of Items by Category

Name	Explanation
Consumable Items	Recovers HP and TP and cures status ailments. Disappears after a single use.
Soma	The character's weapon. Basically obtained by performing Soma Build.
Armor · Body	The character's armor. One can be equipped on the body and one on the head, primarily raising parameters related to damage reduction.
Armor Head	

Name	Explanation
Accessory	When equipped, it increases elemental resistances (p.010) and has various other effects.
Ingredients	Ingredients required for cooking. They disappear after a single use.
Valuables	Items required for progressing the story and other events. They cannot be discarded.
DLC	Items obtained by downloading from the PlayStation®Store (p.464).

Types of equipment

The characters can equip items such as Soma, protective devices, head armor, and accessories, as well as one title each. Equipment can be purchased at shops or obtained from treasure chests, but Soma, with few exceptions, can only be acquired by performing Soma Build. Other equipment (aside from Soma) can be reused, however armor is restricted by type and only certain characters can equip each category.



Depending on what Zoma is equipped with and its appearance also changes.

Armor/Body Types and Equippable Characters

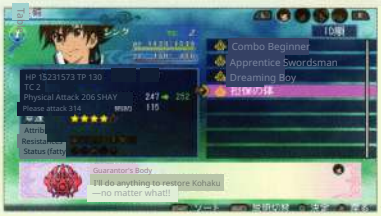
Type	Equippable Characters
Iron	Shing, Kunzite, Chalcedony
Guard	Hisui, Ines, Garad
Robe	Kohaku, Beryl

<Armor> Head Type and Equippable Characters

Type	Equippable Characters
Helm	Shing, Hisui, Kunzite, Garad
Circlet	Kohaku, Beryl, Ines, Chalcedony
Child	Shing, Hisui Beryl, Kunzite, Chalcedony Garad
Ribbon	Kohaku, Beryl, Ines

Parameter changes from titles

As you progress the story or clear sub-events, characters may acquire titles.
Like equipment, titles can be equipped to characters, and they raise parameters according to the title.
Some titles are common to all characters; those will show the faces of all current party members in the title description.



It's good to change titles to match them. Parameters will increase, so it's necessary

Status

STATUS

Characters have parameters that indicate their ability values, resistances to attributes, and statuses such as Luck. Be sure to understand the effects each of these has.

Character Status

On the menu screen's "Status," you can check the items listed in the table below for each character. Except for attributes and resistances, parameters increase when you level up or perform Soma Build, and at that time how the parameters

The degree to which they increase differs for each character. Also, on the status screen, in addition to the items listed below, you can switch screens to check the state of the Soma Link (P.015) and the current equipment.

The meaning of each status item

Name	Explanation
LV	The character's current level. It increases when enough experience points (EXP) are acquired and can rise to a maximum of 200.
TC	Required to use artes in battle (p.024). One is consumed each time an arte is used, but it will recover if you refrain from attacking for a certain period.
SP	Required to set skills. Increases by leveling up or performing Soma Build.
HP	Character's health. Decreases when taking damage, and when it reaches 0 the character becomes incapacitated.
TP	Consumed when using artes; consumes the amount assigned to the arte. If there is not enough TP, the arte cannot be used.
NEXT	Experience points (EXP) required to reach the next level.
EXP	Total experience points earned by the character. Increases as you gain experience from defeating enemies.
Physical Attack	Relates to damage dealt by normal attacks and special techniques. The higher the value, the greater the damage dealt.

Name	Explanation
Art/Skill Attack	Relates to the damage dealt by abilities such as mind techniques and mind arts. The higher the value, the greater the damage dealt.
Physical Defense	Determines damage taken from enemies' normal attacks and techniques. The higher the value, the less damage is received.
Magic Defense	Relates to damage taken from enemy psychic arts and similar attacks. The higher the value, the less damage is received.
Luck	The value that affects the chance of critical hits when attacking (p.027) and the probability of obtaining items during combat.
Element	The attribute attached to a Soma. When attacking with a normal attack, this attribute is added.
Resistance	Resistance to attribute(s) on equipped gear. When there is resistance, it will light up and a mark indicating the strength of the resistance will be displayed.
Status Resistance	Resistance to status ailments on equipped gear. When there is resistance, it will light up and a mark indicating the strength of the resistance will be displayed.
Cooking Effects	Displays the effects of the cooking currently in effect.

Types of attributes and attribute resistance

Somata can have any of the following seven types of attributes attached, which can be checked in the Status screen. In addition, characters and enemies have resistances to attributes, and when hit by an attack with an added attribute, high resistance

Damage varies depending on the attribute. For characters, attribute resistances can be altered by equipped items and set skills, so it is effective to change equipment to match the attributes used by enemies.

Types of attributes

Types of attribute resistance

Status Abnormalities and Status Resistances

In battle, enemies' attacks can inflict status abnormalities on you. Resistance to status abnormalities can be increased with equipment, and its strength can be checked in the status screen. Also, equipping learned skills can raise resistance, but these effects cannot be viewed in the status screen. <Types of Status Resistance

50% chance to Prevent | Completely prevent

Types of status ailments (details on P.034)

Name	Explanation
Ekhi	HP decreases at regular intervals.
Weaken	TP decreases at regular intervals.
Seal	Unable to use arts/skills for a certain period of time.
Paralysis	* For a certain period, there is a chance the character cannot attack.
Petrification	Becomes unable to act. If all characters become petrified it results in a game over.

Change in Luck

Luck affects factors such as the occurrence of critical hits and item drop rates. Luck is represented by 1–5 stars (★) and is not fixed; it can change with a certain probability whenever you stay at an inn or after a battle ends. The more stars you have, the more advantages you gain in various aspects, but the chances of reaching ★4 or ★5 are low. Luck can be increased by equipment such as Soma or accessories, so if you want to raise your luck, supplement it with equipment.

Effects of Luck Level

- Increases the chance of causing a critical hit (P.027) when attacking
- Increases the activation probability of Auto Guard (P.026)
- Reduces the chance of becoming afflicted with status ailments
- Raises the chance of stealing items from enemies with Ines's "Vole Present" or Gallad's "Rover Item"
- Increases the chance that defeated enemies will drop items

Process for Determining the Number of Luck Stars

Determination of Whether Luck Changes

- Staying at an inn: 100% chance to change
- Winning a battle: 30% chance to change

Lottery to determine the number of ★

After it is decided that luck will change, the number of ★ is determined according to the probabilities below.

Number of ★	*	**	***	****	*****
Probability	30%	30%	20%	15%	5%

The final number of ★ is determined by equipment

In addition to the number of ★ determined by the above process, accessories and other equipment can alter the number of ★ to determine the final total. Note that the number of ★ will not exceed 5.

TOPICS Costumes and attachments that change a character's appearance

As you progress through the story and sub-events, you may obtain costumes and attachments. These can be equipped to characters on the status screen. 100502

Costumes come in various types for each character, such as "pajamas".

They can be equipped, and unlike normal equipment, the wearer's appearance changes depending on what is worn. However, equipping them does not change any status at all.

Once you obtain an attachment, it can be equipped by everyone.

Soma Build

SOMA BUILD

Soma Build is a growth system in which you use points earned when leveling up to enhance abilities and learn arts and techniques.

Allocate points to raise spirit parameters

Each character has five spirit parameters. When you allocate Soma Build Points (hereafter, SBP), the stats corresponding to the spirit parameters increase. Also, by allocating points to a certain threshold, a spirit parameter levels up, allowing the acquisition of new arts, skills, and Somas. Note that one of the spirit parameters is unique to each character, and the stats that increase differ accordingly. There is also a level cap, which is lifted as the story progresses.

When you press the button on the screen for allocating SBP, you can check the Soma, arts, skills, and required levels obtainable for each spirit parameter.

Flow of point allocation

Gain SBP on level up

When a character's level rises, SBP corresponding to that level can be obtained.

Allocate to spirit parameters

When SBP is allocated, parameters corresponding to the spirit parameters increase.

Obtain skills and such on level up

When you level up, you can acquire artes, skills, and Soma.

Types of spirit parameters

Name	Explanation
Fighting Spirit	HP and physical attack increase. When you level up, you can learn special attacks and skills related to combos and other attacks.
Conviction	TP and magical attack increase. When you level up, you can learn psych artes, mental techniques, and skills related to TP and elements.
Grit	HP and physical defense increase. When you level up, you can learn special techniques, spirit arts, and skills related to HP and defense.
Endurance	Increases TP and Magic Defense. When leveling up, you can learn mind arts related to mental techniques and healing, and skills related to elemental defenses.
Varies by character	Each character has a different name, and the stats that increase, as well as the tendencies of techniques and skills they can learn, also differ (see table at top right).

Unique spirit parameters and the parameters they raise for each character

CHARACTER	Nam	Increased parameters
Shing	e Inn	HP Physical Attack Physical Defense
Kohak	ocence Loveliness	Physical Attack, Attack Physical Defense
u Hisui	Brav	Physical Attack, Magic Attack Physical Defense
Ines B	ery Passion	HP Physical Attack Physical Defense
eryl	活発	TP, Magic Attack, Magic Defense
Kunzite	Loyalty	TP, Physical Attack Physical Defense
- Chalcedony	Pride	Physical Attack, Magic Attack, Magic Defense
Galad	Sturdy	Physical Attack, Magic Attack, Physical Defens

Growth cap based on progress

Story progression	Growth Cap
From the start	Lv.1 ~Lv.4
After the Undals Mine (p.162)	Lv.5~Lv.8
Zirconia's Spill Maze after 2 (p.226)	Lv.9~Lv.12
After Ma s Castle (p.256)	Lv.13~Lv.16
After the ending	Lv.17~Lv.Max (21)

SBP gained on level up

SBP gained when a character levels up is not fixed but changes according to the character's level as follows. The character's level is

Once it exceeds 100, the SBP gained begins to decrease, but if you raise your level to 200, you will be able to max out all spirit parameters.

• SBP gained according to the character's level

Character level	SBP gained
LV2~LV3	9
LV4~LV19	SBP from 2 levels earlier +1 (10~17)
LV20~LV49	SBP from 2 levels earlier +2 (19~47)
LV50-LV79	SBP from 2 levels earlier +3 (50~92)
LV80~LV99	SBP from 2 levels earlier +1 (93~102)

Character level	SBP gained
LV100~LV109	SBP -5 two levels earlier (97~77)
LV110~LV159	SBP -2 two levels earlier (75~27)
LV160~LV200	SBP -1 two levels earlier (26~6)

Soma Evolve

When you level up a spirit parameter, you can learn arts and skills, and the Soma equipped by the character as a weapon may change. This change of Soma is called Soma Evolve, and it allows you to obtain Soma whose performance matches the characteristics of the spirit parameter. The Soma you obtain can differ in performance or have special effects depending on the spirit parameter, but even if a Soma Evolve occurs, your previous Soma remains in your inventory, so you are free to choose which Soma to use.

Besides causing a Soma Evolve by leveling up spirit parameters, Soma can also be obtained by clearing sub-events.

Spiria Bonus

When a Spil parameter levels up, if the sum of the levels of adjacent Spil parameters reaches or exceeds a certain threshold, you receive a Spiria Bonus. Spiria Bonuses often grant powerful artes, skills, or Soma, so it is efficient to raise adjacent Spil parameters simultaneously. Note that the level required to obtain a Spiria Bonus is based on the total sum of levels, so you do not need to level them up evenly (see right).

• Rules for Spiria Bonuses

For a Spiria Bonus that requires a total of 5 for Determination and Faith

Raise either Determination or Faith to level 4. Alternatively, you can trigger the Spiria Bonus by making one level 3 and the other level 2.

<Flow for Triggering a Spiria Bonus>

Level up a Spil parameter

Allocate SBP and level up until the total required value is reached.

The line lights up

When the conditions for the Spiria Bonus are met, the line lights up.

A Spiria Bonus is triggered

After acquiring Soma, artes, skills, etc., you can obtain the Spiria Bonus.

Skills

SKILL

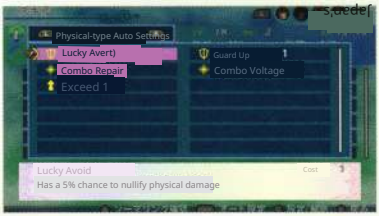
Skills only take effect once they are equipped. Because the number that can be equipped is limited, it is important to find effective combinations.

How to Learn Skills

Skills that provide advantages in battle are learned by leveling up the spirit parameters. There are four types of skills listed below, which can be distinguished by their icons. Some skills can be equipped by characters who have not learned them if the Soma Link between characters (p.015) is increased.

Rules for Skills

- Skills are learned by leveling up spirit parameters.
- Skills labeled as "linkable" can be equipped by characters other than the learner once the number of stars in the Soma Link between the learner and the other character reaches a certain level.
- Each skill has a cost to equip, and skills can be equipped until the total cost reaches the SP limit.



Using the auto settings, you can automatically Can set skills via movement.

Skills with a category icon marked by a star can be Soma-linked.

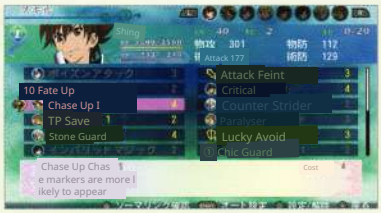
Skill categories

Name	Explanation
Offensive-type	Mainly provides effects related to attacks, such as increased damage from attribute-enhanced attacks and increased combo counts.
Defense-type	Primarily provides defensive effects such as increased resistance to attacks with added attributes and higher damage reduction when guarding.

Name	Explanation
Support-type	Support-type skills are those with auxiliary effects, such as increasing movement speed or restoring TP when a certain number of consecutive hits (combos) ar
Status-type Skills	Increase of TC and status boosts under certain conditions that affect a character's status, such as increases in status values, fall under this category.

SP is required to equip

Each skill has a set cost, and equipping it requires that amount of SP. SP is obtained when the spirit parameter levels up, and can be increased by bonuses such as "SP+9". The more SP you have, the more skills you can equip. Note that some skills cannot be equipped multiple times; if you try to duplicate them, a warning will appear on the screen.



The higher the effect of a skill, the higher its required cost tends to be.

Soma Link

SOMA LINK

Soma Link represents the bonds between characters; these bonds deepen thr ough the adventure and affect various aspects such as battles.

Increase Soma Link values to strengthen the Soma Link

Soma Link between characters mainly increases b y participating in battles and performing actions like those shown in the table below; raising the Soma Li nk values gradually strengthens the link. If you want to raise the Soma Link for certain characters, activel y having them participate in battles is the shortcut.

Also, Soma Link points can increase during story events or sub-events, and in skits.

Announced on the result scr een. When Soma Link increases in battle

<Actions that raise Soma Link points (each counted only once per battle)

Actions	Explanation
Restore allies' HP and TP	The Soma Link value of the character use d and the character who assisted that character each increase by 3.
Use support-type spirit artes on allies	
Cure allies' status ailments	
Revive fallen allies	
Complete the mission	All characters participating in the battle have their Soma Link values increased b y 1–20 (higher-ranked missions tend to yield larger increases).
Defeat the last enemy with a Cr oss Chase or a joint Mystic Arte and end the battle	The Soma Link values of the character who u sed it and the characters who attacked toget her with them each increase by 20.

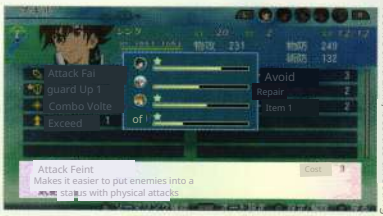
Actions	Explanation
Use Cross Chase ※1	The character who attacked together with t he character used, and the characters who were allies, each incre
Defeat the last enemy with a Mystic Arte and end the battle	All main party members increase by 5.
Win the battle ※2	All main party members increase by 2.
Win a boss battle	All main party members increase by 25.
Progress the story	Depending on the situation, the Soma Link value between the invol increases.
Watch a skit	
Clear a sub-event	

※1: If the battle ends by defeating the last enemy during a Cross Chase, the i from that will take p (and will not stack).

※2: If you win a boss battle, the increase from that will take precedence (and will not stack).

Effects of Soma Link

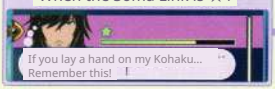
When the Soma Link increases, some skills can be s et on other characters as well, special "Skits" may occ ur, and Cross Chases (p.031) during Chase Link beco me more likely to trigger. It also affects the activation conditions for Combination Mystic Artes (p.033), thu s influencing battles. The higher the Soma Link, the g reater the positive effects.



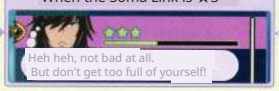
Also viewable on the skill sc reen. Soma Link, besides affecting status,

Display change due to Soma Link change (for Shing and Hisui's Soma Link)

When the Soma Link is ★1



When the Soma Link is ★3



When the Soma Link value increases the gauge lengthens, and when the gauge reaches its maximum value, the number of stars increases and the gauge resets to 0. The number of stars can reach a maximum of ★10, at which point \"MAX\" will be displayed.

Cooking

COOKING

By obtaining recipes and ingredients, you can prepare dishes that restore HP and other stats or grant characters beneficial effects that are advantageous in battle.

Basic rules of cooking

To cook, you need a recipe and ingredients. Recipes can generally be purchased at shops, but some are not for sale and must be obtained from sources such as the Wonder Chef (p. 311). There are seven categories of dishes you can make, each providing different effects. Note that once a dish is eaten, you cannot eat another new dish until you stay at an inn or engage in battle. Consider the effects you need at that time when deciding what to prepare.

Basic rules of cooking

- To cook a dish, you must obtain the corresponding recipe. Recipes can be purchased at shops or obtained by clearing sub-events.
- To cook a dish you need ingredients according to the recipe.
- The effects obtained differ depending on the category of the dish.

Dish categories and main effects

Category	Main effects
Rice-based	Dishes made using "Rice." Has the effect of restoring the HP of all party members.
Meat-based	Dishes using meat. Have the effect of raising either physical attack or physical defense, or both.
Seafood-based:	Dishes using seafood. Have the effect of raising either magical attack or magical defense, or both.
Vegetable-based	Dishes using vegetables. In addition to restoring TP, each dish provides various effects.
Juices and soups	Drinks and soup dishes. In addition to restoring HP, each dish provides effects related to defense.
Miso-based	Dishes made using "Miso." Besides restoring TP, each dish provides various effects.
Desserts	Dessert dish. Has the effect of greatly recovering TP.

Differences in dish effects and by character

When a dish is prepared, all party members receive its effects. Some effects take place immediately, while others take effect during battle. The latter have a fixed number of uses, and the effect persists for that number of times.

Note that each character has strengths and weaknesses in cooking, which affect the success rate of preparing a dish. Also, the effect received can change depending on the character's preferences. These can be determined from the character's expressions and the like.

It is more effective and efficient to have the character who is best at it make it.

Changes in dish effects due to strengths/weaknesses and likes/dislikes

Facial expression	Success Probability	Favorite dish Effect	Points
Favorite	100%	Yes	110%
Normal	90%	No	100%
Cannot Heal	70%	None	100%

Facial expression	Effect
好き	110%
普通	100%
嫌い	70%

<The effects of dishes and differences by character

- For effects that have a limited number of uses, they are active in battle for that many uses. If you eat another dish with remaining uses while an effect still has remaining uses, the effect and remaining uses
- Each character has strengths and weaknesses in cooking certain dishes; if they are skilled, the success rate increases and the effect is enhanced.
- Characters have likes and dislikes toward dishes; if a character likes a dish, its effect is strengthened, and if they dislike a dish, its effect is weakened.

Dish success rate

The success or failure of cooking is calculated using the formula on the right. Basically, if the party's current cooking level (see below) is higher than the level set for a given dish, it is more likely to succeed. If creation fails, you cannot immediately eat the next dish, so choose combinations of dishes and characters that are likely to succeed whenever possible. CRENT35

If you register a dish to a shortcut, you can also make it on the battle result screen. Register dishes with combinations that have a high success rate.

Cooking Success Rate

Success rate (※) = ① Favorability modifier × (② Target Level − ③ Current Cooking LV) × 3

① Favorability modifier

If favorably skilled: 100; normal: 90; unfavorably skilled: 70.

② Target Level

The target cooking level set for each dish.

③ Current Cooking LV

The party's current cooking level.

※: Depending on a character's favorability, there are upper and lower limits: the success rate cap is 100% if favorable, 90% if normal, and 70% if unfavorable. The minimum is 30% if favorable, 20% if normal, and 10% if unfavorable.

Increase in Cooking Level

When you cook, cooking points are added, and when they accumulate to a certain value, the party's overall cooking level rises. The cooking level goes up to a maximum of 99; as the level increases, the success rate of cooking improves, making it easier to prepare more difficult dishes.

Cooking points are assigned per dish and are added according to that value; generally, dishes that require a higher cooking level grant more points. Also, if the dish is prepared by a character who is good at that dish, the added amount increases by 10%, but if preparation fails, you only receive 1 point.

Cooking Level and Required Cooking Points

Next Level	Required Cooking Points	Next Level	Required Cooking Points	Next Level	Required Cooking Points	Next Level	Required Cooking Points	Next Level	Required Cooking Points	Next Level	Required Cooking Points
2	12	20	48	38	148	56	314	74	544	92	840
3	12	21	52	39	156	57	325	75	559	93	858
4	12	22	56	40	164	58	336	76	574	94	876
5	13	23	60	41	172	59	348	77	589	95	895
6	14	24	64	42	180	60	360	78	604	96	914
7	15	25	69	43	188	61	372	79	620	97	933
8	16	26	74	44	196	62	384	80	636	98	952
9	18	27	79	45	205	63	396	81	652	99	972
10	20	28	84	46	214	64	408	82	668		
11	22	29	90	47	223	65	421	83	684		
12	24	30	96	48	232	66	434	84	700		
13	26	31	102	49	242	67	447	85	717		
14	28	32	108	50	252	68	460	86	734		
15	31	33	114	51	262	69	474	87	751		
16	34	34	120	52	272	70	488	88	768		
17	37	35	127	53	282	71	502	89	786		
18	40	36	134	54	292	72	516	90	804		
19	44	37	141	55	303	73	530	91	822		

Basics of Combat

KNOWLEDGE OF BATTLE

Battles proceed in real time, and information is displayed on the screen one after another. Since defeat results in a game over, be sure to accurately grasp the information.

Flow of battle and the effect of difficulty

If you encounter an enemy while moving in a field or dungeon you will enter battle. The flow of battle is as follows, and it ends when victory or defeat is decided or you successfully flee.

There are difficulty settings for battles, which can be freely changed in the menu screen's config. When changed, enemy strength varies as shown on the right, using Normal as the baseline, and gained experience and other rewards also increase; however, if you lose you will get a game over, so change difficulty with caution. Note that Mania and Unknown difficulties become selectable after loading a clear file following the ending.

Changes in enemy strength by difficulty

Elements that change	Easy	Hard	Mania	Unknown
Level	Same	+10	+20	+40
Steel Body, CL value	0.8×	1.22×	2.5×	倍
HP	0.8×	1.5×	3×	4×
Physical Attack, Physical Defense, Magic Attack, Magic Defense	0.8×	1.2倍	*2x	3×
Casting Speed	1.3x	0.8×	0.6x	0.4x
Experience Gained, Gald Obtained	Same	1.1x	1.2x	1.5×
Grade Obtained	0.8×	1.2倍	1.5×	2x
Item drop rate	Same	1.2x	1.5×	2x
Spill gauge increase rate	Same	1.1x	1.2x	1.3x

Flow of Battle

Encounter with Enemies (Encounter)

While moving, there is a certain probability of encountering enemies. Occasionally a surprise encounter may occur, where battle begins in a disadvantaged state surro

Check Missions

At the start of battle there is a certain probability that a mission (P.039) will occur. If the achievement conditions are met, various rewards are given, such as recovery or increased exp

Defeat all enemies | Flee | All allies are defeated

Win and receive rewards

When you annihilate all enemies you win and proceed to the result screen. There you receive spoils of war such as experience points and items (p.020), and you can also hear banter between the characters who participated in the battle.

If you successfully escape, the battle ends.

From the battle menu (see next page) select Escape, and after a certain amount of time has passed you can flee from battle. In this case, you will not receive any spoils even if you have defeated enemies. You can also

Game Over

If all members of the main party become incapacitated or petrified, it is game over. You can load data and try again or return to the title screen; additionally, in bos battles you can choose to retry the battle.

How to read the battle screen

At the bottom of the battle screen, information such as allies' HP and TP and status icons is displayed, and at the top of the screen the names of techniques used by allies and enemies are shown. Near each character, numerical values indicating damage are displayed.

The meaning of damage numbers varies by color, but battles proceed in real time so they disappear quickly. While you are not yet accustomed, it may be good to use PAUSE to stop the screen.

<Battle screen information

● Item Gauge

The gauge is displayed when an item is used. The gauge decreases over time, and the item cannot be used again until the gauge disappears. ② Escape Gauge

Displayed when you select "Escape" from the battle menu. The gauge decreases over time, and when the gauge disappears the escape succeeds. You can cancel the escape by selecting "Cancel Escape" from the battle menu.

3 Currently Used Skill/Item Name

The names of skills or items used by allied characters or enemies are displayed.

4 Number of Consecutive Hits and Total Damage

Displays the number of uninterrupted hits landed (combo) and the total damage dealt by the combo.

5 Subirugeiji

The levels of the Spill Gauge and Spill Drive. When the gauge fills, the Spill Drive level rises, allowing you to activate the Spill Drive corresponding to that level (P032).

6 Target

The enemy targeted by the playable character. For an enemy you have already defeated or one affected by "Spectacles," hold down the R button to view HP, elemental resistances, status changes, and status ailments.

7 Effect

Displays values such as damage and HP recovery amounts. See below for details.

Damage normally displayed

TP reduction due to status ailments

Damage when attacked with a weakness attribute

HP recovery amount

Damage when attacked with a resistant attribute

TP recovery amount

8 Range of the battle field

You cannot move beyond the outer edge of the blue line.

9 Status ailments

If a status abnormality is inflicted, an icon is displayed (the meaning of the icon is on P.010).

10 HP

The character's remaining HP.

11 TP

The character's remaining TP.

12 TC (Technical Counter)

The value decreases each time a technique is used, and the displayed number indicates how many techniques can be performed consecutively. The value recovers by refraining from attacking for a certain period of time.

13 Effects of cooked food

Displayed while the effects of cooked food are active.

What can be done from the battle menu

Pressing △ button during battle displays the battle menu. On this screen you can issue commands to use items or arts/skills, change tactics or the controlled character, and check active missions. Items and arts/skills can be used on characters other than the currently controlled character, which is convenient when healing or similar actions are needed. While the battle menu is displayed, pressing the START button cycles the controlled character, and pressing the SELECT button switches the control mode (p.022).

Items in the battle menu

Item name	Content
Items	You can use some of the consumable items you have.
Arts/Skills	You can use arts/skills and toggle their availability.
Formation	You can change each character's formation.
Tactics	You can set basic actions and priority actions.
Flee/Cancel Flee	You can attempt to flee. You can also cancel a flee.
Change Tactics	Pressing the L button cycles through tactics.
Change Controlled Character	You can switch with the START button.
Change Camera	Press the ● button to change the camera position.
Check Missions	Press the R button to check the details of active missions.

Acquiring Loot

When you win a battle, the results screen appears, where you can check the experience points, gald, and items you obtained. It will also notify you of level-ups, SBP gained, and increases in Soma Link. In addition, the main party recovers TP equal to 3% of its maximum. If you have set skills that take effect at the end of battle, HP and other stats will also recover.

The detailed contents of the grade can be checked by pressing the button.

Items displayed on the result screen

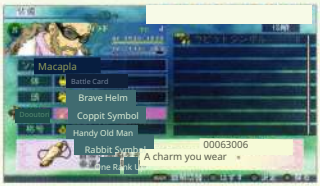
Item name	Meaning
EXP	Experience gained. Characters who are incapacitated or petrified do not receive experience. Sub-party characters receive 70% of the displayed amoun
GALD	Gald obtained.
MAX HIT	The maximum number of hits in combos achieved during battle.
TIME	The time taken until the end of the battle.
GRADE	The total amount of grade obtained. It can be negative. See the right page for details.

Change in item acquisition rates due to luck

Whether an enemy drops an item when defeated, and whether an item can be stolen from an enemy when using "Vor\u000aPresent" or "Rover Item", is greatly influenced by a character's Luck. The success rates for these are\u000a13060 0000

Some dishes that use "miso" have effects that increase various success rates.

The rates are calculated by the following formula, and the Luck of the character who defeated the enemy or used the skill affects the result. If you want to raise the success rate, increase the Luck of the relevant character with accessories or similar items.\u000a4066360052



If you want to steal items, use accessories to increase luck. It is important to raise your luck.

Chance of enemies dropping items

Drop rate = 1 Base rate × ② Cooking modifier

1 Base rate

There are four types: "100%", "Normal", "Rare", and "Super Rare", and the type is determined for each item that an enemy can drop. The probability is then determined as shown in the table below based on this and the luck of the character who defeated the enemy. For items that enemies drop, refer to "Enemy Data" (p.352). Note that "100%" always drops regardless of luck.

Luck	★1	★2	★3	★4	★5
Normal	20%	22.5%	25%	27.5%	30%
Rare	8%	8.5%	9%	9.5%	10%
Super Rare	2%	2.25%	2.5%	2.75%	3%

⊗Cooking Modifier

Modifier applied when the effect of a dish such as "Miso Oden" is active.

- Success rates for "Vore Present" and "Rover Item"

Steal success rate = 1 Base rate + 2 Luck modifier + 3 Skill modifier + 4 Cooking modifier

1 Base rate

The probability set for each item that can be stolen from enemies. For details, refer to "Enemy Data" (p.352).

2 Luck modifier

A modifier applied based on the luck of the character who used items such as "Rover Item" or "Vore Present".

Luck	★1	★2	★3	★4	★5
Correction Value	1%	2%	3%	4%	5%

3 Skill Modifier

Modifier applied while skills like "Snatch 1" are equipped.

4 Cooking Modifier

Modifier applied when the effect of a dish such as "Miso Pudding" is active.

Amount of Grade Earned

Grade refers to points that can be used at the Grade Shop (p.286) available after the ending. The amount changes based on actions during battle and increases when performing actions such as executing combos. Conversely, it is reduced by disadvantageous actions in battle, such as becoming incapacitated or attacking with an element to which the enemy has high resistance.

Note that while higher battle difficulty increases the multiplier for earned Grade, it also increases the multiplier for penalties, making Grade easier to lose.

The grades you have obtained so far can be checked on the menu screen. If you plan to play through repeatedly, earn as many as possible.

Actions that increase or decrease grade

Actions	Amount obtained	Notes
Defeated a boss	10.00	Added when defeating a boss. Not counted if the boss appears as a regular enemy.
Cleared a mission	1.00	Can be obtained when you complete a mission.
Won within 5 seconds	0.50	Cannot be obtained if other "victory within ○ seconds" conditions are met.
Won within 10 seconds	0.25	Cannot be earned if another condition of "Won within _ seconds" is met.
Won within 20 seconds	0.10	Cannot be earned if another condition of "Won within _ seconds" is met.
Achieved a 10-HIT combo	0.10	Cannot be earned if another condition of "Achieved a HIT combo" is met.
Achieved a 20-HIT combo	0.25	Cannot be earned if another condition of "Achieved an OHIT combo" is met.
Achieved a 30-HIT combo	0.50	Cannot be earned if another condition of "Achieved a HIT combo" is met.
Achieved a 40-HIT combo	0.75	Cannot be earned if another condition of "Achieved an OHIT combo" is met.
Achieved a 50-HIT combo	100	Cannot be earned if another condition of "Achieved an OHIT combo" is met.
Achieved a 100-HIT combo	2.00	Cannot be earned if another condition of "Achieved a TOHIT combo" is met.
Achieved a 200-HIT combo	4.00	Cannot be earned if another condition of "Achieved an OHIT combo" is met.
Achieved a 300-HIT combo	6:00	Cannot be earned if another condition of "Achieved a _HIT combo" is met.
Achieved a 500-HIT combo	8.00	Cannot be earned if another condition of "Achieved a CHIT combo" is met.
Achieved a 700-HIT combo	10:00	Cannot be earned if another condition of "Achieved an OHIT combo" is met.
Achieved a 765-HIT combo	15.00	Cannot be earned if another condition of "Achieved an OHIT combo" is met.
Achieved a 999-HIT combo	20.00	Cannot be earned if another condition of "Achieved a CHIT combo" is met.
Took no damage	100	The condition is that every character who participated in the battle must not take any damage.
Used no items	0.50	Win the battle without using any consumable items even once.
Guarded against an enemy attack	0.01	Added each time an enemy attack is guarded.
Guarded an enemy attack	0.02	Added each time an enemy mental spell is guarded.
Stopped an enemy spell chant	0.05	Added each time an enemy mental spell's chant is stopped.
Activated a guard counter	0.10	Added each time a Guard Counter (p.029) is successfully executed.
Put an enemy into a Break state	0.10	Added each time a Chase Marker (p.030) is displayed.
Activated a Chase Link	0.50	Chase Link (p.030) is incremented each time it is activated.
Sustained a Chase Link for 15 seconds	0.75	—
Sustained a Chase Link for 20 seconds	1.00	—
Kept a Chase Link active for 25 seconds	1.50	—
Activated a Cross Chase	0.25	Cross Chase (p.031) is incremented each time it is activated.
Defeated an enemy with a Chase Finish	1.00	Chase Finish (p.031) is incremented each time an enemy is defeated with it.
Activated a Mystic Arte	1.00	Mystic Arte (p.033) is incremented each time it is activated.
Activated a Union Mystic Arte	2.00	Union Mystic Arte (p.033) is incremented each time it is activated.
Attacked with the weak (effective) attribute	0.05	Added each time you attack with an attribute that is a weakness.
Defeated an enemy	0.01	Added each time you defeat an enemy.
Attacked an enemy in midair	0.01	Added each time an enemy is attacked in the air.
Defeated an enemy in midair	0.02	Added each time an enemy is defeated in the air.
The controlled character was incapacitated	-0.50	Added each time the controlled character is incapacitated.
An ally was incapacitated	-0.25	Added each time a character other than the controlled character is incapacitated.
Attacked with a resistant attribute	-0.02	Attack an enemy with an attribute that has high resistance.
Used an item	-0.15	Added each time an item is used.
Was afflicted with a status abnormality	-0.20	Decreases by 0.20 per person, and becomes 0.8 when all four members are afflicted with status ailments.

Actions During Battle

BATTLE ACTION

Actions you can perform during battle, such as attacking and defending, change depe
nding on the combination of buttons and directional keys. Use them appropriately according to the situation.

Three control modes

You can choose from three character control met
hods: Auto, Semi-Auto, and Manual. The default Sem
i-Auto automatically adjusts the distance to enemies
during attacks, which is a convenient feature, but it
cannot make fine positional adjustments relative to
enemies. Once you become somewhat accustomed
to the controls, you may want to switch to Manu また

During the battl
e menu, pres
s the SELECT bu
tton to switch t
he control mod
e.

Types of control modes

Mode name	Explanation
Auto	Characters cannot be directly controlled; they act accor ding to the behavior set in the menu's "Tactics". Charac ters other than the one the player is controlling use this control mode.
Semi-Auto	Player-controlled mode. When you attack a targeted en emy, the character will automatically move closer and a ttack even if the distance is large. However, while movi ng closer automatically, the character becomes defenseless.
Manual	Player-controlled mode. Unlike Semi-Auto, the character d oes not automatically close the distance when attackin 敵 g an enemy; instead, they only turn to face the targeted d irection. To attack, you must move yourself to close the distance to the enemy and

Target switching

In battle, you target a single enemy, and when you execute an attack you will turn toward that enemy or automatically move closer to them. At the start of combat, the closest enemy is designated as the target, but you can switch targets using the following methods. By switching targets appropriately—such as stopping an enemy's casting or targeting an enemy with low HP—you should be able to gain the upper hand in battle.

Target registered in the monster encyclopedia
The target icon also shows HP.

How to switch targets

Press the R button

Each time you press the R button, the target cycles in order from the nearest enemy.

Switch from status display mode

Hold down the R button and press th
e directional pad to switch.

Switching via free-run attacks

Landing a free-run attack automatically switches it. Other attacks cannot do this.

In combat, the basics are to approach enemies using movement or free-run controls and deal damage with normal attacks performed by buttons. Normal attacks change as follows depending on the combination of directional pad and button; additionally, by combining them with free-run or jump, you can perform special attacks.

<Main characteristics of normal attacks>

- Normal attacks can be performed up to three times.
- You can increase the number of normal attack hits by equipping skills, among other methods.
- After a normal attack, a Break Attack (P.024) follows.
- After a free-run attack, you can immediately follow up with a normal attack.

<Types of movement methods (controls shown in parentheses are the default settings)>

Move (← or →) / Free-run (left stick)

Movement is performed using the left and right on the directional pad to move forward or backward toward the targeted enemy. Free-run allows you to move the playable character freely regardless of target.

Jump (↑ or ↑) ↗ ↖

Press the up direction key to jump. If you simultaneously press either the left or right direction key, you can jump diagonally upward. This is a movement method used against attacks from enemies in the air.

Front Step (press the direction key toward the target twice) / Back Step (press the direction key opposite the target twice)

While guarding (p.026), if you input the same direction on the direction key twice, you can perform a Step or Back Step. During this movement there is invincibility time, allowing you to evade enemy attacks or pass through enemies.

<Types of Normal Attacks (operations in parentheses indicate default controls)>

Mid-level Attack (○)

Step forward toward the enemy and slash with a sword or similar weapon—this is the most orthodox attack method. For some characters, the method varies, such as firing a projectile from the Soma to attack.

High Attack (↑ ○)

Slash upward with the sword or fire projectiles diagonally upward. In Shing's case, a rising sword slash while jumping will launch the enemy into the air and can transition directly into a jump attack.

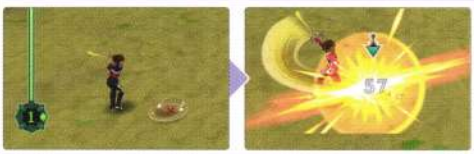
Low-level Attack (↓ ○)

Attack low by slashing at the enemy's feet with a sword or firing a projectile while crouching. It is effective when targeting small enemies and is also useful for following up on downed enemies.

Jump Attack (in midair ○)

Perform a normal attack while in the air. Useful for following up after sending an enemy into the air with another attack. Some characters can change the attack direction by pressing a directional key together with the attack.

Freerun Attack (while freerunning ○)



If you perform a normal attack while freerunning, you will execute a freerun attack as you stop. From this attack you can continue into normal attacks, arts, and other moves. Also, if you hit an enemy that is not your current target with a freerun attack, it will automatically switch your target to that enemy.

Videos streaming on the web! Explanatory videos are available on "Tales Channel+". Access via PC or smartphon http://tales-ch.jp/

Types of Break Attacks

The Break attacks that become usable as the story progresses are attacks that launch or knock away enemies. They can be performed as the final strike of a normal attack, or can be executed at will using the controls listed below. These attacks are Chase Marker

Hitting an enemy displaying the chase marker allows you to activate Chase Link Mode (p.030), making this an important attack. Incidentally, if you equip the skill "Attach Break", some arts will also gain the effect of Break attacks.

Break attack types

Launch attack (L+0)

An attack that launches an enemy high into the air, such as an upward sword slash. It can be performed by pressing the ● button while pressing another button, and for Shing the final hit of a normal attack also becomes this launch attack.

Knock-away attack (●)

An attack that blows an enemy far away. Unlike the launch, this sends them horizontally, making it useful when you want to create distance from an enemy. However, knocking them away makes it harder to continue combos.

Air slam attack (in the air: L+)

Performing the same input as the launch attack while in the air turns it into an attack that slams the enemy into the ground. Slammed enemies remain down for a short time, allowing you to follow up with additional attacks.

Air knock-away attack (in the air: L+O)

Performing the same input as the knock-away attack while in the air sends the enemy far away. Unlike the air slam attack, it drops the enemy not directly below you but diagonally downward, which is a different effect.

Characteristics and Usage of Arts and Techniques

Unlike normal attacks, Artes consume TP when used. They are more powerful than normal attacks, but have limitations such as only being usable consecutively up to the number of times indicated by TC (see next page). Artes are generally learned through Soma Builds, although some can be acquired through specific sub-events.

• Main characteristics of sorceries/techniques

- Techniques are learned through Soma Build rather than by leveling up
- TP is required to activate them
- Activation requires TC, and when TC is 0, it cannot be activated even if TP is sufficient.
- As the number of uses increases, TP consumption decreases and power also increases

Incantation of the Memory Technique

Thought arts, a type of skill technique, can produce a variety of effects beyond attacks, such as restoring HP and curing status ailments. However, their activation requires a casting time, and the caster becomes defenseless while chanting. If attacked during casting, the chant

Chanting can be interrupted, and because more powerful mind spells have longer casting times, you need to carefully judge when to use them. Note that mind spells that target an enemy allow you to change the target with the direction keys while casting.

Special operations during chanting

- You can cancel casting with the ● button
- If you keep holding the button down, it will not activate even after the chant ends. The skill activates when you release the button
- While casting, you can switch targets with the directional pad

Casting can be interrupted midway. If an enemy is about to attack, escaping is also an option.

Special Techniques and Thought Arts

Unlike thought arts, techniques do not require casting and activat e immediately. There are two types of techniques: special techniques and thought techniques. The former's damage varies with physical at tack and physical defense, while the latter's damage varies with physi cal attack, magical attack, physical defense, and magical defense. Ad ditionally, thought techniques have elements, and damage also changes according to the enemy's elemental resistances.

Types of Techniques and Characteristics

Type	Characteristics
Special Technique	Damage varies according to the attacker's physical attack and the defender's physical defense.
Fighting Arts	Damage varies according to the attacker's physical and magical attack and the defender's physical and magical defense. In addition, a

Limitations on consecutive use of Arts

Arts can be activated consecutively up to the charact er's TC. TC is consumed each time an Art is used, and when it reaches 0, Arts cannot be activated even if the re is TP; however, if the character does not attack for a certain period, TC will recover. Also, if the same Art is used repeatedly in succession, its power will decrease. To prevent this, insert a different action in between. <

Example of TC reduction when using Arts>

TC is displayed at the lower left of the character's face icon and decr eases by 1 each time an Art is used. The maximum TC value varies depending on the equipped Soma and the skills set, and if you do n ot attack it will recover to the maximum after a certain period of time.

Rules for skill chaining

- Arts can be used consecutively up to the amount of TC
- TC will recover to its maximum if you refrain from attacking for a while
- Repeatedly using the same skill in succession reduces its power
- A skill's power recovers if you insert a different action in between

<Example of damage phenomena when Arts are used consecutively>

If you use the same technique repeatedly, its power decreases; if t he same art/technique is used three times in a row, the damage d ealt will be about half of the normal amount. The reduced damage recovers if you refrain from attacking for a certain period, or perform actions such as

Using Arts by Non-Player Characters

Characters other than the one you control will gen erally act automatically according to the tactics you s et, but in addition to setting tactics you can also restr ict which arts they use or have them use specific arts at your discretion.

In the controlled character's arts settings, if you reg ister arts to the right stick's "Arts Shortcut," you can h ave up to four arts used at will, and you can also mak e them use arts by the methods listed on the right.

Registering arts that immediately restore HP or cu re status ailm ents and similar emergency techniques is convenient.

How to Make Allied Characters Use Arts

Method	Features
To a slot	You can register up to four arts of main-party characte rs to the right stick, and by tilting the right stick in a dir ection you can change which registered art is used. You can also register arts of the character you control.
oggle AI use, allowing	On the art selection screen, pressing a button lets you t you to forbid the AI from using that art during automa tic b ehavior. This is convenient when you don't want them to use certain arts against enemies with high attribute resistances.
Use from the bat tle menu	When you open the combat menu's Artes screen and select an Artes to use, you can target and use that Artes. Opening the combat menu temporarily pauses the battle, so you have the advantage of using Artes with time to spare.
Register by touch and use	You can register four Artes each for characters other th an the one you're controlling. Registered Artes can be used in battle by touching the character's portrait or b y flicking in the up, left, or right direction.

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Guard and recovery roll

There are two ways to deal with enemy attacks: guard and recovery roll. Guard reduces incoming damage and can also prevent flinching (p.028). While guarding you cannot move from your spot, but you can block attacks from directions other than the front.

It is also possible. Additionally, when you are knocked back by an enemy attack, you can perform a recovery roll in midair by pressing a button to regain your stance. If you hold the button down, you can transition directly into a guard.

Guard (●)

Reduces incoming damage. While guarding you can only perform Front Step or Back Step. However, continuous attacks may result in a guard break.

Ukemi (in the air ●)

If you press the button with the right timing when you are blown away or launched into the air, you can take a safe fall and recover your posture, preventing yourself from being knocked down.

Group Guard

During battle, if you hold the down direction on the D-pad while pressing the button, you can issue a guard command to the entire main party, including the currently controlled character. Because everyone guards, no one will be able to act, but it can reduce damage when a low-HP ally is being targeted or when hit by a wide-area attack. Note that you can still open the battle menu while guarding, so it is also useful when you want to safely order the use of arts or items.

If you order an ally who is in group guard to use an art or an item, they will perform the ordered action after canceling the guard.

Auto Guard

Even without performing guard input, characters sometimes automatically guard when hit by an enemy attack. This phenomenon is called auto guard, and its activation rate is calculated by the formula below. The greater the level difference with the attacker and the higher the Luck, the higher the activation rate; however, the rate is capped at a maximum of 30%.

When auto guard activates, the same effect as when guarding is displayed on the screen.

<Auto Guard Activation Rate

Occurrence probability () = {(1 × Defender LV - 2 × Attacker LV) ÷ 5} + 3 Luck modifier ④Party modifier

●Defender LV

The level of the side receiving the attack. Enemies use a value equal to their actual level minus 1.

②Attacker LV

The level of the side performing the attack. Enemies use a value equal to their actual level minus 1.

③Luck Modifier

Modifier applied based on the Luck of the side receiving the attack.

Luck	★1	★2	★3	★4	★5
Correction Value	1	2	3	4	5

④Party modifier

A modifier that applies only to the allied party, fixed at a value of 10. It does not apply to enemies.

※The maximum occurrence rate is 30%. If the occurrence probability falls below the party modifier, it will occur at the party modifier value.

Effect from attacks

EFFECT OF ATTACK

In addition to dealing damage, landing normal attacks or Artes can sometimes produce various effects that are advantageous in battle.

Critical

Criticals occur when attacking and have the effect of increasing damage to 1.25 times the normal amount. The occurrence probability is greatly influenced by the "Critical Occurrence Value" set for normal attacks and Artes. Artes with many hits have lower critical occurrence values, but they have as many chances for criticals as they have hits. Note that the critical occurrence rate can be increased by attacking with an attribute that exploits a weakness, by high Luck, or by equipping the "Critical" skill.

There is no special visual effect for a critical, so whether one occurred can only be determined by the damage value dealt.

Critical Occurrence Rate

Occurrence probability = Critical Occurrence Value × 2 Attribute Modifier + 50 + 3 Skill Modifier + Luck Modifier

● Critical Occurrence Value

The critical occurrence value set for each technique. For details on the value, refer to "Character" (P.043).

● Attribute modifier

A modifier applied when attacking with an attribute that exploits the defender's weakness. The modifier is 1.5 when attacking an attribute with resistance marked as "weak to" (耐性 －), and 1.25 when attacking an attribute with resistance marked as "○".

● Skill Modifier

A modifier that applies when a specific skill is set.

● Luck Modifier

A modifier applied based on the attacker's Luck.

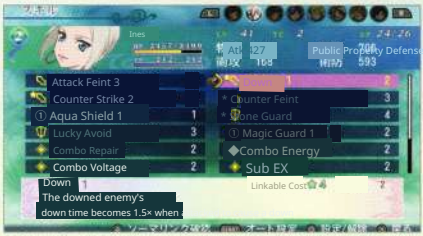
Luck	★1	★2	★3	★4	★5
Modifier value	0	0.5	1	1.5	2

Down

If you are knocked back by an attack or slammed into the ground and do not roll to recover, you will enter a downed state.

Both allies and enemies cannot get up for about 1.5 seconds when downed, leaving them defenseless during that time.

Until you get back up you cannot guard and will be subjected to one-sided attacks, so when controlling a character, the moment you are hit and blown away, promptly perform a roll/recovery. If you do go down, immediately guard after rising to prevent follow-up attacks.



Among the skills a character can learn are those that extend the time an enemy stays down before getting back up.

Flinch and Iron Body

When struck by an attack, (the character) staggers and is able to move.

They can be knocked down, a state called staggering. Normally, allied characters will stagger after taking just one hit. Enemies, on the other hand, have a value called armor (kōtai) and will not stagger unless this reaches zero. Armor can be reduced by an amount equal to the armor-breaking value assigned to each attack, but because it recovers after a certain time, you must strike repeatedly without pause to stagger an enemy.

Rules of staggering

- Allies will stagger after taking a single hit unless effects like Spill Drive are active.
- Enemies can be staggered by reducing the armor value assigned to each enemy to zero.
- Armor is reduced by the armor-breaking amount assigned to each normal attack or Artes hit.
- Armor recovers if the enemy goes a certain time without being hit.

Process until an enemy staggers

Attack and reduce armor

While an enemy still has armor, a special effect like the one shown in the picture appears when a stagger will occur.

An enemy staggers when its armor reaches zero

If you keep attacking and reduce the Steel Body to 0, a stagger will occur.

Armor recovers after a certain time

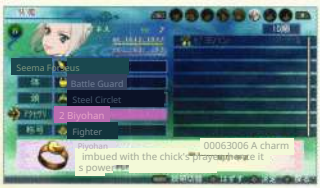
Even if you stagger them once, after a certain amount of time the Steel Body will recover.

Stun

Stun is a state in which the character becomes unable to act for a certain period, and it is triggered by the stun value assigned to each attack. The stun value is calculated using the following formula, and when the stun value reaches 100 the character will be stunned. In this case,

When stunned, stars will spin above the character's head. Recovery takes about 1.5 seconds.

The stun value decreases gradually over time, and after being stunned it is reset to 0. Note that the mind art "Pico-hammer" uses a different calculation method for causing stun: instead of accumulating stun value, it inflicts stun based on a fixed probability.



Some accessories halve or nullify stun duration.

Method for calculating stun value

Stun value per hit = Stun value ① × 2 ÷ Stun resistance value × ③ Skill modifier (※1) ÷ 100

・Chance of causing stun from moves like "Pikohan"

Chance of occurrence (※2) = {(1 Attacker LV - 2 Defender LV) + 2 + 30} × 3 ÷ (Stun resistance value + 100)

① Stun value

The stun value determined for each attack.

Circumstance Stun Resistance Value

Stun resistance value of the defending side.

③ Skill Modifier

Modifier applied when certain skills are set or when specific equipment is worn.

*1 Ines also receives a 1.2× modifier from the effect of "Martel Rouge."

1 Attacker LV (※2)

Attacker's level. For enemies, the value used is one less than their actual level.

② Defender LV (※2)

Defender's level. For enemies, the value used is one less than their actual level.

③ Stun resistance value of the defending side

Stun resistance value of the defending side.

*2 The upper limit for the occurrence probability of 2 is 30%.

Rage Attacks and Guard Counters

If you time a guard well against an enemy's Rage Attack (see below) you will trigger a Guard Counter. When successful, this not only nullifies the enemy's Rage Attack but also deals twice the damage of a normal attack while staggering the enemy. Furthermore, TC will be maxed out

It heals, creating a great opportunity for a counterattack. Also, Guard Counter can be used in mid-air.

It is very difficult to execute successfully when you're not used to it, but don't miss the sign that the enemy is about to use an enraged att ack—when the enemy's body turns red—and time your action accordingly.

<Flow of Guard Counter

An attack increases the enemy's Rage value

When you attack and make the enemy enraged, the enemy's body turns bright red and it will start attacking.

Guard in time with the enraged attack

If you time your guard to match the en raged attack, a Guard Counter will succeed.

Deal damage to the enemy and TC is restored

The attack from the Guard Counter stag gers the enemy and, at the same time, restores TC.

Increase of the enemy's anger value

Hitting the enemy increases its anger value, and wh en this exceeds a certain threshold an enraged attack will occur. This anger value is randomly set between 0 and 40 at the start of battle, and can accumulate up t o a maximum of 100 when taking hits. When the ange r value exceeds 80, there is a certain probability that a n enraged attack will trigger, but the chance of an enr aged attack occurring is capped at 50%.

and is determined by the ene my's susceptibility to anger. The rate at which anger accumulates depends on the attack's power

Effect from attacks

Method for Calculating Anger Value

Anger per hit = 1 × Power × 2 Base Value × (Status ③ ultiplier × ④ Skill multiplier) × SAI multiplier + 100

① Power

The power determined for each attack. For details on power, see "Character" (P.043).

⊗ Base Value

The anger value accumulated per hit, determined for each enemy. For details, see "Enemy Data" (P.352).

⊗ Status Multiplier

If the enemy is guarding, a multiplier of 0.5 is applied.

④ Skill Multiplier

If the skill "Get Angry" is equipped, a multiplier of 2 is applied; if "Abies" is equipped, a multiplier of 0.5 is applied.

SAI Multiplier

Attacks by characters other than the controlled character receive a 0.5 adjustment.

Probability of Anger Attack Occurrence

Occurrence Value = 10 + (Accumulated Anger Value - 80) × (Accumulated Anger Value - 80) × 0.1

① Accumulated Anger Value

The total amount of anger the enemy has currently accumulated.

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Chase Link

CHASE LINK

Chase Link is a method usable only by allies; when activated, it creates a favorable situation by allowing them to continue attacking an unguarded enemy for a certain period of time.

How to Activate Chase Link

To activate a Chase Link, you must attack and reduce the enemy's designated Chase Link durability (hereafter, CL durability) to 0. When an enemy's CL durability reaches 0, a Chase Marker appears for a limited time; if you land a Break attack while the marker is displayed, the Chase Link will activate.

CL durability varies by enemy and may randomly have its maximum increased at the start of battle. Also, the amount each attack type reduces CL durability (CL value) differs per attack. See the right for other rules.

• Chase Link Rules

- Hitting an enemy reduces its CL durability by the CL value assigned to each attack; when reduced to 0, a Chase Marker is generated.
- If you hit an enemy with a Chase Marker with a Break attack or a technique imbued with the Break attribute, the enemy enters Chase Link mode.
- Chase Link mode is canceled after a set time.
- Once an enemy has entered Chase Link mode, its CL durability increases. Hitting an enemy that is displaying a Chase Marker or is in Chase Link with Break attacks restores TC.
- While in Chase Link mode, the casting time of Ether Arts (mind arts) becomes 0.

<Basics of Chase Link Mode

Reduce CL durability by attacking

The enemy's initial CL endurance at the start of battle varies between "base value × 100%–140%". If CL endurance is 100, it can increase up to 140. You reduce this CL endurance by attacking.

Enter Chase Link mode with a Break attack

When attacks reduce CL endurance to 0, a Chase Marker appears on the enemy. The Chase Marker disappears after a set time, so land Break attacks or techniques with the Break attribute before it vanishes.

Chase Link mode ends after a set time

The remaining time for Chase Link Mode is shown by a gauge next to the character's face icon. Landing attacks or performing special actions can extend its duration.

Extension of duration from attacks and special actions

Chase Link Mode ends after a certain time, but landing attacks extends the time so you can keep attacking longer. The extension granted depends on the strength of the technique—the more powerful the skill, the longer the extension. However, the longer Chase Link Mode has been active, the shorter each extension becomes, so it cannot be sustained indefinitely. Note that actions such as Chase Moves and Cross Chases (described later) also extend the time.

<Rules for time extension

- Each normal attack that lands extends the time by up to 0.15 seconds per hit.
- The higher the power of a technique, the longer the extension it provides.
- Using a Chase Move or a Cross Chase (see next page) can extend time by up to 2 seconds.
- The extended time decreases the longer Chase Link Mode has been active, so it is not possible to maintain it indefinitely.

Chase Move Follow-up

The Chase Move is an action that instantly teleports you close to an enemy you are attacking in Chase Link mode. It is activated by pressing a button while in Chase Link mode and allows you to immediately follow up on enemies you have knocked away or launched with a Break attack. Also, when you activate a Chase Move, Chase Link mode's time is extended by an amount calculated using the formula below.

makes it easy and systematic to c

ble to fall over instantly, it is high into the air.

The appeal is being a SYSTEM

Formula for Time Extension from Chase Move

Extension Time = 1 Skill Use Count Multiplier × 2 Consecutive Use Modifier × 3 Elapsed Time Multiplier

1 Skill Usage Count Multiplier

Number of skills used on an enemy before performing a Chase Move.

Uses: 1 time 2 times 3 times		4 times or more
Multipliers: 0.1 0.25 0.4		0.5

2 Consecutive Use Modifier

A modifier applied when the same skill is used consecutively.

Number of uses: 0 times 1 time 2 times 3 times	More than 4 times
Multiplier: 1 0.5 0.25 0.1	0.05

3 Elapsed Time Multiplier

Multiplier based on time since entering Chase Link Mode.

Elapsed time: ~8s ~16s ~25s		~39s 40s~	
Multipliers: 1.0 0.8 0.5 0.3			
1.0 0.8 0.5			0.1

Cross Chase

During Chase Link Mode, an ally's face icon may glow and, if touched, can trigger a cooperative attack called a Cross Chase. It deals 2.3 times the damage of a normal attack and also restores Chase Link Mode time. The activation probability increases proportionally with the Soma Link between the controlled character and the ally.

<Rules of Cross Chase

- Activates when you touch an ally's glowing face icon
- Can be activated multiple times during a single Chase Link Mode
- Activation probability is proportional to the number of Soma Links (★1 = 1%. At ★MAX it increases up to a maximum of 10%)

Specific skills Set the Exceed 2 とで、Cross Chase Chance can be increased.

If the Chase Link mode continues, chances for it to occur will come many times.

Chase Finish

During Chase Link Mode, after landing a Break attack on an enemy, if you continue to hold down the same attack button you used, you can perform a powerful move called a Chase Finish. It deals five times the damage of a normal attack to the enemy, but using it ends Chase Link Mode, so it's best to activate it when only a short time remains.

If you finish with a Chase Finish, you can earn a large amount of grade.

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Chase Link

Spill Drive

SPIL DRIVE

Spill Drive, which can be activated when the Spill Gauge fills, is a system th at temporarily strengthens the character who uses it.

Activation of the Spill Drive

As the story progresses, a Spill Drive that can te mporarily strengthen a character becomes availab le. To activate it, at least one Spill Gauge must be f illed, and you need to fight many times to build th e gauge. Normally, it's recommended to conserve the gauge and activate it when facing tough enem ies. Note that some powerful enemies can also act ivate their own Spill Drives.

Spill Drive Rules

- Can be activated when one or more Spill Gauges are filled
- The Spill Gauge increases when dealing or receiving damage (The amount increased is greater with larger damage)
- As the story progresses, the Spill Drive's level rises, allowing up to level 4 Spill Gauges to be stored.
- When activated, TC is restored, and using arts will not decrease TC

Spill Drive Activation Flow

Fill the Spill Gauge

The Spill Gauge increases when you deal or receive damage; when it reaches the top, one gauge is considered filled. The gauge can be stored up to a maximum of 4 bars depending on the Spill Drive's level.

Activate the Spill Drive

When a gauge is filled, pressing the L button and a direction key causes the character to glow and activates the Spill Drive. The direction key you must press differs depending on the level of the Spill Drive you want to activate.

The Spill Drive ends after a set period

While the Spill Drive is active, you rec eive various benefits such as stat inc reases. The duration of the activation is longer the higher the Spill Drive le vel (see below).

Differences by Spill Drive Level

The Spill Drive has levels, which increase as the story progresses, and the Spill Gauge will also be able to store a number of units corresponding to the level.

The Spill Drive's level caps at 4. Depending on th e level, the activation buttons and the enhancemen ts differ as shown on the right. Activating a higher-l evel Spill Drive requires the same number of Spill G auge units as that level, so it cannot be triggered e asily, but the higher the level, the greater the enha ncement effects. In particular, at level 4 you will no t take any damage at all and Chase Link becomes much easier to trigger.

・Effects by Spill Drive Level

Level	Activation Button	Main Effects
1	L Button + Directional Pad →	・Physical Attack, Physical Defense, Magic Attack, and Magic Defense increased by 20 % Does not consume TC Casting time is eliminated Recoil is reduced
2	L Button+ Direction key ↓	In addition to the level 1 effects, using a magi cal skill no longer consumes TP
3	L button+ Direction key ←	In addition to the level 1–2 effects, a Secret Art (P. 033) can be activated
4	L button+ Direction key ↓	In addition to the level 1–3 effects, you will not ta ke damage ・CL value dealt is doubled, Physical Attack and Magic Attack increased by 50%, and a Joint Secret Art can be activ

Secret Artes activation

The Secret Arte, which can be called a character's ultimate move, becomes usable once the story progresses and the Spirit Drive reaches level 3. It is an extremely powerful attack, but activating it ends the Spirit Drive, so it is most effective when used after the SP Gauge has been largely depleted. < Flow of Secret Arte activation

The Secret Arte hits repeatedly, but skills that grant recovery based on the number of hits—such as "Combo Repair"—do not gain their recovery effects. Also, skills that provide periodic recovery will have their effects temporarily suppressed while the Secret Arte is active.

Activate Spirit Drive LV3 or higher

To unleash a Mystic Arte, you must activate a Spell Drive of level 3 or higher.

Hit the enemy with a technique

While the Spell Drive is active, hit an enemy with a skill or a Soulskill.

⊗ Hold the button

If you continue holding the button down like that, the Mystic Arte will trigger.

Conditions for triggering a Linked Mystic Arte

The character combinations listed on the right can trigger an even more powerful Linked Mystic Arte when certain conditions are met. The activation condition is that the triggering character must have a specific skill equipped and activate a level 4 Spell Drive, then perform the same input as for a Mystic Arte. The skill can be obtained by raising the Soma Link to ★7 or higher and clearing the sub-event (p.300).

Combinations that can trigger a Linked Mystic Arte

- Shing × Kohaku
- Shing × Beryl
- Shing × Chalcedony
- Kohaku × Jade
- Kohaku × Beryl
- Ines × Galadh
- Kunzite × Galad

TOPICS Effects when an enemy uses a Spiraldive

Some powerful enemies may activate a Spiraldive or a Mystic Arte. The effects differ slightly from those of allied characters, and there are no Spiraldive levels. Also, the effects of an enemy's Spiraldive are

- Physical attack, physical defense, magical attack, and magical defense increased 20%
- Magic casting time is halved
- Iron body (damage reduction) is doubled
- Stun value from attacks is doubled
- The activation rate of enraged attacks is doubled
- Performs an enraged attack when the Spiraldive is activated
- While the Spiraldive is active, if the remaining Spiral Gauge falls to 40% or below, a Mystic Arte will be triggered

The duration of an enemy's Spill Drive can be slightly reduced by attacking and wearing down their Steel Body. If you have spare HP, attack proactively to shorten the time. Calculation method for Spill Gauge reduction

Time reduced per 1 hit (※) = Spill Drive maximum time × (1 Steel Body damage ÷ 10 ÷ 100)

Steel Body damage

A modifier assigned to each skill/technique that reduces the Steel Body.

※A calculated value of 30 corresponds to approximately a 1-second reduction.

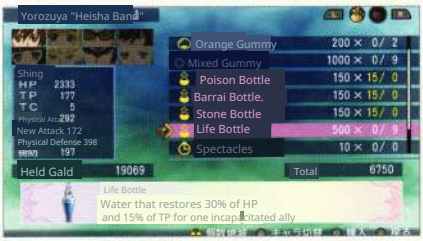
Status Ailments and Status Changes

CONDITION

Abnormal conditions or status changes can be caused by effects attached to enemy or ally attacks. Most of these have negative effects on characters.

Five types of status ailments

There are five types of status ailments in total. If you are hit by attacks in battle that apply these effects, they will occur with a certain probability. The occurrence probability is determined by a final calculation using values such as the status ailment occurrence rate set for each skill/technique. Status ailments will naturally recover after a certain period (except petrification), and can also be cured using consumable items or Mind Arts. Additionally, they are cured when the battle ends.


Yorozuya "Heisha Band"
Orange Gummy 200 × 0/ 2
Mixed Gummy 1000 × 0/ 9
Poison Bottle 150 × 15/ 0
Barrai Bottle. 150 × 15/ 0
Stone Bottle 150 × 15/ 0
Life Bottle 500 × 0/ 9
Spectacles 10 × 0/ 0
Shing
HP 2333
TP 177
TC 5
Physical Attack 292
New Attack 172
Physical Defense 398
Held Gald 19069
Total 6750
Life Bottle
Water that restores 30% of HP and 15% of TP for one incapacitated ally

Status ailment recovery can be handled with consumable items. Since they can be bought cheaply at shops, always carry the maximum number.

Types of Status Ailments and Effects

Name	Effects	Main Recovery Methods
Poison	For 30 seconds, HP decreases by 3% of maximum HP every second.	[Item] Poison Bottle [Item] Banashia Bottle [Spirit Technique] Recover
Weaken	For 30 seconds, TP decreases by 3% of maximum TP every second.	[Item] Weak Bottle [Item] Banashia Bottle [Spirit Technique] Recover
Paralysis	For 30 seconds, there is a 30% chance attacks will be interrupted when attacking, and the stun value from attacks is tripled.	[Item] Paralysis Bottle [Item] Banashia Bottle [Spirit Technique] Recover
Seal	For 30 seconds, techniques that consume TC cannot be used, and normal attacks cannot be performed.	[Item] Seal Bottle [Item] Banashia Bottle [Spirit Technique] Recover
Petrification	When all actions become impossible and everyone is petrified, it is a game over. Note that this does not recover with the passage of time.	[Item] Stone Bottle [Item] Banashia Bottle [Psychic Technique] Recover

Chance of status ailment occurring

Base probability 1 {Attacker's status ailment occurrence value × (100 − 2 × Defender's resistance value) + 100} × (100 − 3 × Luck correction) ÷ 100

① Attacker's status ailment occurrence value

A modifier that applies when a specific skill is equipped. For example, the skill "Poison Attack" would have a value of 5; the value differs for each skill.

② Defender's resistance value

Resistance value of the defender to status ailments. All allies have 0, but by equipping skills or accessories it becomes 30–100. For enemy values, refer to “Enemy Data” (P.352). Note that the effect of the dish “Miso Nikomi Udon” is applied. Alternatively, equipping an accessory named “○○ Check” completely prevents status ailments.

3 Luck Modifier

A modifier applied by the defender's Luck.

Luck	★1	★2	★3	★4	★5
Correction Value	0	5	10	15	20

8 Types of Status Changes

Unlike status ailments, status changes refer to conditions in which parameters such as physical attack or physical defe nse are increased or decreased. All parameter change values are 30%. Effects that increase parameters last about 30 seco nds, while effects that decrease parameters last about 15 se conds. Also, only one status change can be active at a time; if another status change occurs while one is already in effect, the existing status change is overwritten.

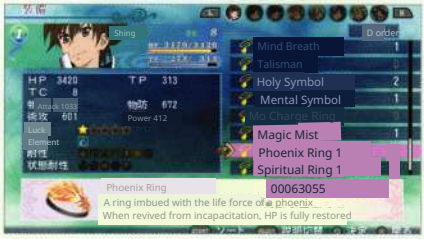
Note: On the right, we introduce thought-based effects and th e like that can cause status changes. Some Soma also include effe cts that cause detrimental status changes.

< Status Changes and Main Mind Arts That Can Cause Them

Status	Main Mind Arts That Can Cause Them	Main Mind Arts That Can Cause Them
Physical Attack Up	Sharpness	Spoil Weapon (Physical Attack Down)
Physical Defense Up	Barrier	Spoil Armor (Physical Defense Down)
Magic Attack Up	Astyion	Spoil Mind (Magic Attack Down)
On magic defense	Resist	C Spoil Resist (Magic defense down)

Unable to fight

When a character's HP reaches 0, they become unable to fig ht. Unlike status ailments, being unable to fight does not recov er after battle ends; to revive them you must use "Raise Dead"



Some skills allow a one-time revival even after incapacitation. Also, accessory effects can increase the percentage of HP or TP upon revival.

It will be necessary to use psychic arts such as ... or consum able items like the "Life Bottle." Note that if everyone is

If all characters become unable to fight, it is game over.

Main features of being unable to fight

- Incapacitation does not recover even after battle ends
- If the entire party becomes incapacitated, it results in a game over.
- To recover from incapacitation, you must stay at an inn or touch a green memory point. Alternatively, you can recover with the mind skill "Raise Dead" that can cure incapacitation, or with items such as "Life Bottle" or "Elixir".

[TOPICS Prevent status ailments with accessories, skills, and cooking effects]

Status ailments can be prevented by equipping skil ls, using accessories, or taking advantage of cooking effects. These effects can be stacked, and by combini ng multiple effects you can prevent ailments with a p robability close to 100%. 40060000 0m

The resistance t o status ailment s and status cha nges can be che cked on the stat us screen.

In areas where enemies inflict status ailments, the re is often a character near the entrance who war ns you. Keep this advice in mind to reduce danger.

Petrification, whil ch makes a char acter completely unable to act, is t he most danger ous. You should always take precautions ag

Strategies and Formations

STRATEGY & FORMATION

By properly setting tactics and formations, you can maximize the effectiveness of allies who act automatically and make their movements more efficient.

Differences in starting positions due to formation

The positions of characters when battle begins are determined by the formation in the battle settings. This screen shows five slots: placing a character toward the right side of a slot positions them closer to the enemy, while placing them toward the left positions them farther from the enemy.

This formation affects not only the starting positions but also how you space yourselves from enemies during battle, so for characters who attack or cast spells from a distance, adjust their placement so they are positioned farther from enemies, taking their abilities and fighting style into account.

・Example of party formation settings

On the formation setup screen, when you select a character, you can choose that character's battle position from among five slots. For reference on the relationship between the slots and the actual distance to enemies in battle, see the photo on the left.

Strategy Settings

Characters set to Auto mode fight according to the basic actions and priority actions determined by the chosen strategy. You can save up to four strategies, and they can be changed anytime from the menu or battle menu. Use different strategies for, for example, fighting enemies encountered in dungeon routes versus fighting powerful foes like bosses.

START button で、Can set the default tactic applied when starting a strategy.

"Basic Actions" that form the foundation of movement in battle

In Basic Actions, you can set the fundamental ways characters behave in battle. The configurable items are the guiding "Basic Actions," the "Attack Balance" that determines which attack methods to use, and "TP Consumption" that decides how TP is used. If you have a character you want to entrust with healing, set their Basic Actions to "Heal in Battle." If you have a character proficient in psychomancy, set the Attack Balance solely to "Psychomancy." Configure these according to the roles you want to delegate.

Items that can be set in Basic Actions

Item Name	Contents
Basic Actions	Determines the basic actions in battle. "Healing Battle" can only be set for characters who have learned techniques with healing effects.
Attack Balance	You can set the balance of Special Artes, Mind Artes, and Mind Techniques used during battle.
TP Consumption	When using artes that consume TP, you can set how much TP to keep during battle.

"Priority Actions" allow you to set behaviors according to the situation

Priority Actions are actions set for when specific conditions are met. From the tactics menu screen, press the button to open the settings screen. They allow more detailed condition settings than Basic Actions. Items that can be set with Priority Actions

You can configure condition settings and even make the character use specified artes or items. Up to 10 priority actions can be set, and lower numbers indicate higher priority.

Number and execution probability

The lower the number of a set priority action, the more likely it is to be executed when its conditions are met. By pressing the START button, you can also set the execution probability when conditions are met to 100% or 0%.

Priority Actions

Priority actions determine what action to make a character take when conditions are met. These can be various things such as "attack" or "use a specified item." You can also combine two conditions for a single priority action.

Target Conditions

Decide who the priority action is directed at. Targets can be simple choices like "self" or "nearest enemy," or you can finely specify the target's situation, such as remaining HP or whether they are casting a spell.

Self Conditions

Set the user's condition when executing the action. If no special setting is needed, choose "No condition" so the priority action will execute whenever the target condit

Basic Actions and Priority Action Data

The following introduces the items that can be set for basic actions and priority actions. Explanations of the actions themselves are also provided, so please use this as a reference when configuring tactics.

Note that the actions and conditions that can be set for Priority Actions increase as you purchase them from the bookstore. For detailed acquisition information, see the bookstore entry in the Shop Data (p.398).

Basic Action Data

	Action Name	Contents
Basic Actions	Normal Battle	Perform a balanced mix of attack, recovery, and defense.
	High-Power Battle	Attack using high-power techniques. With only basic actions, no recovery or defense will be performed.
	Stalemate	Focus on attacks with a high number of hits. With only basic actions they do not perform recovery actions nor defend.
	Defensive Combat	Prioritize restoring your own HP and status and protecting yourself while also performing attacks and allies' recovery actions.
	Support Battle Stages	Prioritize reviving or strengthening allies with Mind Arts. When attacking, target enemies who are in the middle of casting.
	Recovery Battle	Prioritize reviving incapacitated allies with Mind Arts and restoring HP and status. Rarely perform attacks.
Attack Balance	Use the learned arts and skills in a well-balanced way.	
	Focus on Special Techniques	Primarily use techniques among skills; rarely use spirit techniques or spirit arts for attacks.
	Techniques Only	Use only techniques.
	Prioritize Mourning/Remembrance Techniques	Primarily uses mind arts (sorceries) among techniques, and rarely attacks using special techniques or mind arts.
	Mind arts only	Uses only mind arts.
	Emphasis on mind sorcery	Primarily uses mind sorcery among skills, and rarely attacks using special techniques or mind arts.
	Use only Mind Arts.	Use only Mind Arts.
TP Consumption	Unlimited	Use TP freely.
	Grand	Use TP freely until the remaining TP reaches 25% of the maximum.
	Moderate	Use TP freely until the remaining TP reaches 50% of the maximum.
	Conserve	Freely use TP until remaining TP reaches 75% of the maximum.
	Do not consume	With basic actions only, no actions that consume TP will be performed.

Priority Action Data

Action Name	Contents	Target
Attack!	Attack an enemy.	Enemy
Use Basic Mind Technique	Attack using basic mind techniques.	Enemy
Use Intermediate Mind Technique	Attack using intermediate mind techniques.	Enemy
Use Advanced Mind Technique	Attack using advanced mind magic.	Enemy
Hold the Line	Increase the frequency of guarding and keep distance from enemies.	Enemy
Recover with Arts/Skills	Use techniques to restore HP	Ally
Restore Status with Techniques	Use arts/techniques to cure status ailments and status changes.	Ally
Recover status with items	Use consumable items to cure status ailments or status changes.	Ally
Revive with arts/skills	Use skills to recover from incapacitation.	Except Self
Use techniques to strengthen	Use techniques to strengthen allies' status.	Ally
Use techniques to debilitate	Use techniques to weaken the enemy's status.	Enemy
Use the specified offensive technique	Select an offensive technique and use it.	Enemy
Use the specified healing technique.	Select a healing-related technique and use it.	Ally
Use the specified support technique.	Select a skill that causes status enhancements or debilitations and use it.	Ally Enemy
Use the specified item.	Select a consumable item that can be used on an ally and use the specified item. Select it and use it. Use a Soul Drive (Spirited Drive) — when the Soul Gauge (Spill Gauge) is filled, make them use the Soul Drive. Make them use the Soul Drive.	Ally Self only
Fight at specified distance	Will fight at the specified position.	Self only
Do nothing	The unit takes no actions at all and maintains the specified formation.	Self only

<Target condition data

Condition	Contents
Self	Targets self.
Self with HP <~%	If HP falls below the specified percentage, targets self.
TP <~% self	If TP falls below the specified percentage, target yourself.
HP・TP <~% self	If HP and TP fall below the specified percentages, target yourself.
Self with ~ down	If a specified status among Physical Attack, Magical Attack, Physical Defense, or Magical Defense is lowered, target yourself.
Single ally	Target an ally.
Ally with HP <~%	Target an ally whose HP falls below the specified percentage.
TP allies below ~%	Targets allies whose TP is below the specified percentage.
HPTP allies below ~%	Targets allies whose HP and TP are both below the specified percentages.
Allies with ~ debuff	Targets allies whose specified status among Physical Attack, Mystic Attack, Physical Defense, or Mystic Defense is decreased.
Allies with high ～	Targets allies whose specified stat among Max HP, Physical Attack, Magical Attack, Physical Defense, and Magical Defense is at or above the party average.
Allies with low ～	Targets allies whose specified stat among Max HP, Physical Attack, Magical Attack, Physical Defense, and Magical Defense is below the party average.
Party with HP < ~%	Targets the entire party when the party's overall HP falls below the specified percentage.
Party with TP < ~%	Targets the entire party when the party's total TP falls below the specified percentage.
Specific character	Targets a specific one of the ally characters.
Nearest enemy	Targets the enemy closest to oneself.
The furthest enemy	Target the fastest enemy from yourself.
Same enemy	Target the enemy currently targeted by the controllable character.

Condition	Content
Different enemy	Targets an enemy that the player character is not targeting.
Untargeted enemy	Targets an enemy that none of the allied characters are targeting.
Front-row enemy	Target a front-row enemy.
Back-row enemy	Target a back-row enemy.
Enemy casting	Target an enemy who is casting.
Flying enemy	Target an enemy that is flying.
Enemy weak to ~	Targets enemies whose weakness is the specified attribute.
Enemies targeting ~	Targets enemies that are targeting the specified ally character.
Enemies targeting during casting	Targets enemies that are targeting an ally who is currently casting.
Enemies targeting HP below ~%	Targets enemies that are targeting an ally whose HP has fallen below the specified percentage.
Strong enemies	Targets enemies with a higher level than yourself.
Weak enemies	Target an enemy with a lower level than yourself.
Enemies with HP ≧ ~%	Target an enemy whose HP is above the specified percentage.
Enemies with HP < ~%	Target an enemy whose HP is below the specified percentage.
Enemies with ~ increase	Target an enemy whose specified status (Physical Attack, Physical Defense, or Magical Defense) is increased.
Enemies with high ~	Target an enemy whose specified status (Max HP, Physical Attack, Magical Attack, Physical Defense, or Magical Defense) is at or above the average among enemies.
Enemy with lower ～	Target an enemy whose specified status (Max HP, Physical Attack, Magical Attack, Physical Defense, or Magical Defense) is below the average among allies.
Enemies during Chase Link	Target the enemy you are chase-linking.

Self condition data

Condition	Contents
HP≧~%	Execute when your HP is above the specified percentage.
HP<~%	Execute when your HP is below the specified percentage.
TP≧~%	Execute when your TP exceeds the specified percentage.
TP<%	Execute when your TP falls below the specified percentage.

Condition	Contents
~ or more	Execute when you have the specified consumption item in the specified or greater quantity for priority actions.
SG ~ or more	Execute when the SP gauge has the specified number of bars or more.
No condition	No specific condition is set.

Mission

MISSION

When combat begins, a mission may occur. If you win after fulfilling the various presented conditions, you will receive a reward.

Fulfill the conditions to receive the reward

When the conditions are met, a mission that grants a reward can occur with about a 10% chance at the start of battle. There are three possible missions that can appear when one is triggered, and which one appears is random.

However, each mission has five reward ranks; for example, for "Defeat enemies in a short time!", the shorter the time taken to wipe out all enemies, the higher the reward rank and the better the reward. Note that even if mission conditions are the same, the reward contents may differ.

When the conditions are met, you receive the reward on the results screen.

<Flow until mission clear

A mission is triggered

When a mission occurs, it is announced before battle starts.

Meet the conditions

Meet the conditions by the end of combat. You can check progress from the menu.

Obtain rewards

If the conditions are met, you can obtain rewards on the result screen.

Mission details

Rack up combos!

Rewards are granted when you achieve a certain number of combos. The more combos you have, the higher the reward rank.

Defeat the enemies in a short time!

Defeat the enemies in a short time. The less time it takes, the higher the reward rank.

Keep damage low!

The lower the total damage taken by the main party by the end of battle, the higher the reward rank.

・Rewards for completing missions

Reward	Content	Rewards by reward rank				
		1	2	3	4	5
Increased experience gained	Experience gained is increased. The amount of increase rises according to the reward rank.	110%	120%	140%	165%	200%
Gain Gald Increase	The amount of Gald obtained increases. The increase amount grows according to the reward rank.	120%	140%	175%	220%	300%
HP Recovery	HP is restored at the end of battle. The amount restored increases according	10%	20%	30%	50%	100%
TP Recovery	to the reward rank. TP is restored at the end of battle. The amount restored increases according to the reward rank.	5%	10%	20%	30%	50%
Item Acquisition	You can obtain consumable items after the end of battle. The types of consumable items you can obtain vary depending on the reward rank and the location where the mission occurred (P.042).	Spectacles Life Bottle	Apple gummy Lemon gummy Grape gummy Banana C? bottle Life Bottle	Lemon gummies Grape gummies Orange gummies Pineapple gummies Mixed gummies and sage, etc.	Lemon Gummy Vine Gummy Mix Gummy Life Bottle	Vine Gummy Mix Gummy Banashia Bottle Sage Such as Savory
Grade Obtained Increase	The grade obtained increases. Appears only in the Triverse Gate (P.334).	150%	200%	275%	400%	600%

Applied combat knowledge

MECHANISM OF DAMAGE

The damage dealt to enemies is influenced by many factors such as attributes and critical hits.
Understand these factors to deal damage efficiently.

Damage Calculation Method

Damage is determined by various factors as shown in the formula below. Attacking with an enemy's weak attribute is of course important, and critical hits are a lso a major factor in dealing large damage.

It is effective to change the Soma or techniques used acc ording to the enemy's attribute resistances and to increa se the chance of critical hits through skills, etc.

Damage = ① Attacker's attack power × (② Attacker's LV + 5) × Power ③ 4 ÷ (Defender's ④ defense + 2) × ⑥ Attribute modifier × ⑥ Critical modifier × ⑦ Guard modifier × 8 Usage count modifier × ⑨ Skill modifier × 1 Random

① Attacker's attack power

Based on the attacker's parameters: for normal attacks and physical techniques this is physical attack; for spirit arts (sorcery) it is magica l attack; for spirit techniques it is the sum of physical attack and physical defense — the appropriate value is used.

② Attacker's LV

The attacker's level. For enemies, the value used is their actual level minus 1.

③ Power

Attack power. Calculated with 100 = 1. For details on powe r, see "Character" (p.043).

④ Defender's defense power

The parameter of the side receiving the attack. For normal attacks an d physical techniques it uses physical defense; for mental techniques it uses magic defense; for mental arts it uses the sum of physical and magic defenses.

● Attribute modifier

Modifier applied when an attack has an elemental attribute. The v alue changes according to the icon shown in the defender's statu s "Resistance," as in the table below.

Icon	Modifier	Explanation
	0.5	Has very high resistance and reduces damage taken from attacks of that element by 50%.
	0.75	Has high resistance and reduces damage taken fro m attacks of that element by 25%.
	1	No resistance; damage from attacks of that elem ent does not change.
	1.25	Has low resistance, and damage received from atta cks of that attribute is increased by 25%.
	1.5	Has very low resistance, and damage received from attacks of that attribute is increased by 50%.

● Critical modifier

Only when a critical occurs is a 1.25 modifier applied. See p. 027 for how critical hit probability is calculated.

⑦ Guard modifier

Modifier applied depending on whether the defender guarded. The modifier values change based on the type of guard and the type of a ttack, as shown in the table below. Attack — Modifier when normally guarding

Magic	0.5
Physical	0.3

⑧ Usage Count Adjustment

Adjustment that applies only when the attack is a skill. As shown in the table below, the mod is used.

Number of uses	Power / Effect modifier
0~100	1
101~200	1.02
201~300	1.04
301~400	1.06
401~500	1.08
501~999	1.10

⑨ Skill Modifier

Modifier applied when a skill that affects damage is set.

⑩ Random number

A random value is assigned within the range 0.9–1.05.

Mystic Artes and Linked Mystic Artes damage

The damage of a Mystic Arte is calculated using the same factors as martial and magical techniques, involving physical attack, magical attack, physical defense, and magical defense. Meanwhile, a Linked Mystic Arte can be either a character's physical attack or magical attack by one or a simultaneous two-character attack, and the formulas differ for each case. When attacking one by one, the same calculation as for martial/magical techniques applies, but when two characters attack at the same time, the sum of the two characters' physical attack and magical attack values is divided by two and that value is applied as the attackers' attack power.

Although it deals large damage, the conditions to use a Fusion Mystic Arte are strict.

<Rules for calculating Mystic Artes and Linked Mystic Artes damage

- The damage of a Mystic Arte is calculated in the same way as Thought Arts.
- When a Fusion Mystic Arte has two characters attack simultaneously, the attacking power is determined by adding together the participating characters' physical attack and magic attack values, when d

Aim for big damage with Chase Link

In Chase Link, where you can attack the enemy unopposed, attacking extends the link's duration. By using skills effectively, you can defeat ordinary enemies without allowing them to counterattack. To the right are skills that can strengthen Chase Link. Also, below are examples of effective attack strategies for your reference.

Skills that can strengthen Chase Link

Skill name	Explanation
Chase Up 1, Chase Up 2	Skill that makes Chase Markers appear more easily. Be sure to equip it on the playable character.
Attach Break	Adds the Break attribute to certain arts/techniques. Useful because you can transition from an art/technique to Chase Link
Time Ad Hit	Increases the percentage by which the Chase Link duration is extended when an attack connects.
Cross Active	Makes Cross Chase occur more easily. Helpful when aiming to extend time via Cross Chase.
Time Add Cross	Increases the percentage by which the Chase Link duration is extended when attacking during a Cross Chase.
Chase Energy	Restores 20% TP at the start of a Chase Link. Equip this if you use arts/techniques that consume a lot of TP.
Finish Plus	Increases Chase Finish damage. If you mainly fight using Chase Link, you'll want to equip this.

Cross Chase deals heavy damage and also restores time. Increase its activation probability and use it repeatedly.

<Examples of attacks to extend the duration of Chase Link

Use break attacks to drive enemies to the edge

Time also recovers during Chase Moves, but it is more efficient to keep attacking continuously. If you knock enemies to the edge of the screen and then continue hitting them in Chase Link Mode there, you can attack without wasting time.

Follow up with powerful artes

To maintain a long-lasting assault, you need to land high-power techniques. Using skills or mind techniques with the Break attribute, such as the skill "Attach Break," lets you recover TC while sustaining powerful attacks.

Further extend time with Cross Chase

If a Cross Chase activates while you're attacking, unleash it immediately. It increases time while dealing damage to the enemy and also raises the Soma Link value with cooperating allies, making it a threefold benefit.

COLUMN 1

Complete the mission and Obtain valuable items

In missions, you may receive items as rewards. If the reward rank upon completion is high, you may obtain valuable consumable items that cannot be bought in shops.

Aim for reward rank 5 by targeting enemies that are easy to defeat

Among mission reward items, those that raise character parameters such as "Sage" or "Savory" cannot be bought in shops and are useful for strengthening characters, so you should definitely collect many of them. These items are often obtainable at reward ranks 4–5, so refer to the reward list below and, if possible, fight in dungeons where enemies are weak to aim for a high reward rank.

Dungeons become more abundant. Rewards are encountered in the later part of the story.

Mission completion rewards

Dungeon		Items received for each reward rank				
		1	2	3	4	5
Ragos Milk	P.145	No item-acquisition rewards occur.				
Yukres's Spillmaze	P.145	Spectacles	Apple Gummy	Orange Gummy	Life Bottle	Mix Gummy
Twilight Forest	P.149	No item-acquisition rewards occur.				
Beryl's Spillmaze	P.152	Spectacles	Apple Gummies	Orange Gummi	Life Bottle	Mix Gummy
Trembling Mountain Grim	P.155	No item-acquisition reward is granted.				
Andeale Mine	P.162	No item-acquisition reward is granted.				
Marin's Spilmaze	P.173	Spectacles	Apple Gummi	Orange Gummi	Life Bottle	Mix Gummy
Hero's Tower King Cross	P.180	No item-acquisition rewards occur.				
Rignator Garrison (1)	P.186	Spectacles	Apple Gummy	Orange Gummy	Mix Gummy	Sage
Dosmore Back Road	P.190	Spectacles	Apple Gummy	Orange Gummy	Mix Gummy	Banasha Bottle
Chalcedony's Spillmaze	P.194	Spectacles	Life Bottle	Mix Gummy	Lemon Gummy	Pine Gummy
Imperial Capital Underground Sewers (1)	P.197	Spectacles	Apple Gummy	Orange Gummy	Mix Gummy	Banasha Bottle
Sheherah Desert	P.200	Spectacles	Apple Gummy	Orange Gummy	Mix Gummy	Banasha Bottle
Santex Cathedral	P.207	Spectacles	Life Bottle	Mix Gummy	Lemon Gummy	Pine Gummy
Rignator Garrison (2)	P.215	Spectacles	Life Bottle	Lemon Gummy	Pine Gummy	Savory
Mobile Crystal Castle Sandrion (1)	P.221	Spectacles	Lemon Gummy	Pine Gummy	Sage	Savory
Zirconia's Spell Maze	P.226	Life Bottle	Lemon Gummy	Pine Gummy	Grape Mi	Peach Gummy
Imperial Capital Underground Sewers (2)	P.231	Spectacles	Apple Gummy	Orange Gummy	Mix Gummy	Banashi Bottle
Mount Ramei Breme	P.234	Spectacles	Life Bottle	Lemon Gummy	Pine Gummy	Specific
Spillmaze of Sinhala Painting	P.240	Life Bottle	Lemon Gummy	Pine Gummy	Grape Mi	Peach Gummy
Artificial Thought Sandrion Core	P.248	Spectacles	Lemon Gummy	Pine Gummy	Sage	Savory
Imperial Capital Underground Sewers (3)	P.253	Spectacles	Apple Gummy	Orange Gummy	Mix Gummy	Banashi Bottle
Max Castle	P.256	Life Bottle	Lemon Gummy	Pine Gummy	Grape Mi	Beach Gummy
Meru Volcano	P.260	Life Bottle	Lemon Gummy	Pine Gummy	Grape Mi	Peach Gummy
Mobile Crystal Castle Sandrion (2)	P.266	Spectacles	Lemon Gummy	Pine Gummy	Sage	Savory
Ketsuhinkai	P.270	Life Bottle	Lemon Gummy	Pine Gummy	Grape Mi	Peach Gummy
Tower of Hope Jackseed	P.272	Life Bottle	Banasha Bottle	Grape Gummy	Peach Gummy	Treat
Salvation System: Gardenia	P.278	Life Bottle	Banasha Bottle	Grape Mi	Peach Gummy	Elixir
Triverse Gate A (Andel Mine)	P.334	Spectacles	Grape Mi	Peach Gummy	Specific	Red Sage
Triverse Gate A (Schehera Desert)	P.334	Spectacles	Grape Mi	Peach Gummy	Treat	Red Savory
Triverse Gate B First Floor	P.337	Spectacles	Grape Gummy	Peach Gummy	Elixir	Red Lavender
Triverse Gate B Second Layer	P.340	Spectacles	Grape Mi	Peach Gummy	Elixir	Red Verbena
Triverse Gate B Third Layer	P.342	Spectacles	Grape Mi	Peach Gummy	Elixir	Red Chamomile
Triverse Gate B Bottom Layer	P.345	Spectacles	Grape Gummy	Peach Gummy	Elixir	Red Saffron

TALES OF HEARTS R
OFFICIAL COMPLETE GUIDE

CHARACTER 2

CHARACTER

Character Data

CHARACTER DATA

In the character data, the abilities of the eight companion characters, the techni ques they learn, and Soma Build development strategies are introduced.

How to read the page

SHING
In the case of Thought Magic
Cast 10.7 seconds
[8] Sea
[19] Aerial
Attribute 12-
Condition Initial
TP Consumption 4
Number of Hits 3
Power 150 (50×3)
Additional Effect
Silver body 12 (4×3)
CL Value 12 (4×3)
Atmospheric Phase 9 (3×3)
Critical 120 (40×3)
Swings the sword to generate a vacuum wave. The range is short, so unleash it after closing in on the enemy.

● Characters
The characters' names and appearances.

Level-Based Base Status Data
Status when a character reaches a certain level.

Growth Trend
A graph combining a character's base stats with corrections from equipment and bonuses from Soma Build. Regarding the graph colors: red represents the stats, blue represents Soma Build, and green represents corrections from the best equipment.

● Basic Abilities
Explains basic abilities and characteristics of normal attacks.

Normal Attack List
Introduces data such as normal attacks, break attacks, and guard counters. The meanings of each item are as follows.

Power・・・・・・・・・・・・Normal Attack Power
Copper Body・・・・・・・・・・Steel Body Wear Value.
CL Value・・・・・・・・・・・Chase Link Value.
Stun・・・・・・・・・・・・・Stun Value.
Critical・・・・Critical Value.

●Artes
An explanation of the artes that the character can use.

●Artes Actions
Appearance when using techniques and the like.

● Types and Names of Arts/Skills
Types and names of arts/skills. The types include "Mind Arts" (Shinenjutsu), "Special Techniques" (Tokugi), "Mind Secret Arts" (Shinen Hiougi), and "Combined Secret Arts" (Gattai Hiougi).

Command
When the accessory "Combo Command" is equipped, you can execute an art/skill by entering the command shown inside [ ]. For example, if this field shows "↓→", press the down, down-right, and right directions in sequence, then press the button. Note that the commands are given for when the character is facing right; if the character is facing left, you must input left and right in reverse.

Casting Time
Casting time for Mind Arts. Displayed only for Mind Arts.

① Airborne
Skills marked with "○" in this field can be used while airborne.

Element
The element/attribute attached to that art/skill.

Skill Data
Data such as the power of arts/techniques. Refer to the following for the meaning of each item. In the case of Garad, the number of hits and power when a technique is branched (using the same or a different axe-throwing technique while the effect of an axe-throwing technique is active) are also listed.

Acquisition requirements... The conditions for learning that skill. Items in this column that have icons such as 88] and a sub-event title listed can be learned by clearing the sub-event (p.287).
TP Cost・・・ required to use techniques.
Number of Hits・・・The basic number of hits when using a skill or technique. Enemy
The amount may increase or decrease depending on factors such as distance and the situation when a hit occurs.
Power・・・・・・・・・Power of arts/techniques. The values in parentheses indicate the power per hit and the sum of these values is the final power. For arts/techniques that hit two or more times with the same power repeated, they are listed as "power × number of hits." If it is written as "9×3+1×5," it means an attack with power 9 hits 3 times, followed by an attack with power 1 that hits 5 times.
Additional effects... Describes effects, other than the damage dealt, that are inverted w
Also, the skill "Attach
It also states whether the Break attribute is added to "Lake."
Steel body・・・・The technique's armor-shaving value. As with power, listed as "armo
× number of hits".
CL Value・・・・・・・・Chase link value of arts/techniques. The enemy's when h
Shows how much CL durability can be reduced. Like power, listed as "CL value × number of hits".
Fainting・・・・・・The technique's stun value. Like power, listed as "stun value × number of hits".
Critical... the technique's critical value. Like power, listed as "critical value × number of hits".

Technique description
An explanation of the technique's animations and how to use it.

Tactics
Explanation of effective fighting methods when controlling that character.

Recommended combos
Introduction of recommended combos depending on the combat situation.

Soma Build
Explains character development strategies using Soma Build.

Spir Parameter
The SBP required to level up the Spir Parameter, and the names of the Soma and techniques that can be obtained upon leveling up, are listed. Under each Spir parameter name, the parameters that grow when SBP is allocated—such as HP and physical attack—are shown. The numerical values indicate the degree of growth; the higher the number, the easier that parameter is to increase.

● Explanation of Items Obtained from Spir Parameters
Among the items obtained by leveling up Spir Parameters, recommended ones are picked out and explained.

Spiria Bonus
The combinations of Spir Bonuses, the total levels required, and the names of the items obtained are listed. For calculation purposes, the Spir Parameter Lv. Max is treated as 21 when computing the total level.

Explanation of Items from Spir Bonuses
Among the items obtainable via Spir Bonuses, recommended ones are picked out and explained.

Soma Data
The acquisition conditions, names, performance, and special effects of each character's Soma are listed. Items whose acquisition conditions include icons such as and a sub-event title can be obtained by clearing the sub-event (P.287).

Soma Gallery
The names and appearances of the Somas that characters can acquire.

シング SHING

Level-based Basic Status Data

LV	1	20	30	40	50	100	150	200
HP	520	1418	1921	2424	2927	5442	6157	6872
TP	65	114	145	177	208	364	420	476
Physical Attack	63	109	135	162	188	320	412	504
Art/Skill Attack	32	67	87	108	129	232	295	358
Physical Defense	20	43	57	72	86	158	190	222
Magic Defense	16	35	47	59	71	131	152	172

Growth Trend

Basic abilities: a front-line attacker who fights on the front lines

Sh ing's physical attack and physical defense grow e asily, making him suited for battles focused on physica l attacks. He takes less damage from enemy physical a ttacks than other allies, so he can dive into groups of e nemies to deal damage and hold them in place. On th e other hand, his magic defense does not grow much, making him weak against attacks from psychical arts.

If his low defe nse is an issue, h ave him use the psychical "Resist " or make up for it with equipment.

Normal Attack List

Attack Name	Power	Steel body	CL Value	Stun	Critical
Normal Attack (High Attack, Mid Attack, Low Attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break Attacks, Aerial Break Attacks (Knockback, Launch)	130	5	5	4	110
Guard Counter, Aerial Guard Counter	200	15	20	20	150
Cross Chase	230	0	0	0	170

Shing does not learn psychomancy, but among allies he has the l
argest number of techniques. He also has abundant additional effec
ts like launches and downs, allowing him to fight flexibly according t
o the situation, which is his greatest strength. His psychomancy tec
hniques can master three attributes—Thunder, Fire, and Light—and
he uses these depending on enemy weaknesses.

Split the attacks to deal damage more effectively.

Also, uniquely among allies, there are two techniqu
es that can be learned by clearing sub-events. Both ar
e useful techniques, so check the timing of the sub-ev
ent triggers and be sure to learn them.

・List of Arts and Techniques

Special Tech Kairenzin Kairen 刃 [↓]↘[→]+○ Aerial Element –

Acquisition Requirement: Initial		TP Consumption 4	Number of Hits 3
Power	150(50×3)	Additional Effect	
Bronze Body	12(4×3)	CL値	12(4×3)
Stun	9 (3×3)	Critical	120(40×3)

Sweep the sword to create a vacuum wave. The range is quite short, so perform it after closing in on the enemy.

Special Tech Ryuseisho Shooting Star Strike [←]+○ Aerial –

Acquisition Requirement		TP Consumption 5	Hit Count 1
Power	160	Additional Effects: Launch, Attach Break	
Simplified	13	CL Value 13	
Stun	11	Critical 100	

Strike with the shield to launch the enemy into the air. Because it attacks from bottom to top, it also easily hits flying ene

Special Yutanken "Demon God Sword" [↓]↘[→]+○ – Element –

Condition	"Clear 'Wooden Sword of Memories'	TP Consumption 5	Number of Hits 1
Power	120"	Additional Effect	
Silver Body	10	CL値	10
Nyodatsu	7	Critical	120

A technique that unleashes a shockwave crawling along the ground. Useful for disrupting enemies who are chanting psy

Special Tech Chisaishou Earth Shattering Thrust [↓↓+○] 空中 Element –

Acquisition Conditions		TP Consumption 6	Hit Count 2
Power	170(70+100)	Additional Effect	Down, Attach Break
Bronze Body	14 (6+8)	CL Value	14 (6+8)
Stun	12(5+7)	Critical	110 (50+60)

Strikes downward with a sword from the air, creating a shockwave. Has a wide attack range and can knock down multipl

Special Tech Shousen [Shousen] 刃 [→↓↘+○] Air Element –

Condition	Lv.3	TP Consumption 7	Hit Count 1
Power	180	Additional Effect: Launch	
Bronze Body	15	CL Value 15	
Stun	12	Critical 110	

Attacks while rising diagonally. Launches the enemy quite high, making it effective as a starting point for aerial combos.

Special Tech Shunjinshuu Shun Blade Shock [→←→+○] Air – Element –

Acquisition Requirements	Lv.5	TP Consumption 9	Number of Hits 4
Power	216 (44×3+84)	Additional Effect: Attach Break	
Bronze Body	7 (4×3+5)	CL value 17 (4×3+5)	
Kiyan	12(2×3+6)	Critical 90 (20×3+30)	

After three consecutive thrusts, strikes with the shield. Among early-game techniques, it has a high number of hits and is

Special Tech Shinsoku Gale Flash [↓+○] Aerial – Element –

Learning Conditions		TP Consumption 11	Number of Hits 2
Power	230(110+120)	Additional Effect: Knockback	
Bronze Body	16(10+6)	CL Value	16(10+6)
Stun	13(8+5)	Critical	100(50×2)

A consecutive attack that delivers a thrust following a left straight. The stepping-in distance is relatively long, so use it w

Special Tech シシ ビ ホ ウ Shishi Battle Roar [→←→+○] Air ○ Element –

Learning Conditions: Innocence Lv.5		TP Consumption 12	Number of Hits 1
Power	220	Additional effects: Knockback, Down, Attach Break	
Bronze Body	19	CL value 19	
Stun	15	Critical 100	

Emits a lion's aura to put the enemy into a downed state. Use when targeted by multiple enemies to regain composure.

Special Technique: Zessho Zan — [6] Aerial — Element: —

Acquisition Conditions	Spirit Lv.9	TP Consumption	15
Power	255 (85×3)	Additional effect	Launch
Steel body	18 (6×3)	CL 値	18 (6×3)
Stun	18 (6×3)	Critical	120 (40×3)

Jump straight up and slash upward. Because you don't move far from the enemy after the attack, it's easy to chain into th

Special Technique: Enshousen: Hien Shousen — [↓]+[Aerial] — Element: —

Acquisition Requirement		TP Consumption	18
Power	270 (85×2+100)	Additional Effect	Launch, Attach Break
Simplified	21 (6×2+9)	CL値	21 (6×2+9)
Stun	18 (5×2+8)	Critical	80 (25×2+30)

While rising into the air, continuously slash the enemy upward. When incorporated into an aerial combo, it becomes easie

Technique: Kongou: Shinkin Gongbo — [1] Aerial — Element: —

Acquisition Conditions	Conveyer "The One Who Was Conveyed – Shing	TP Consumption	20
Power	300 (50×6)	Additional Effect	
Copper Body	24 (4×6)	CL値	24 (4×6)
Stun	18 (3×6)	Critical	180 (30×6)

A skill learnable from a sub-event. It unleashes a series of slashes on the spot, so use it after approaching the enemy.

Special Technique: Shikoureba: Shihou Retsuha — [↓↘→↘↓↙←●] 空中 — Element: —

Acquisition Requirement	0	TP Cost	21
Power	289 (53×3+130)	Hit Count	4
Copper Body	20 (5×3+15)	Additional Effects: Launch, Down, Attach Break	
Stun	30 (5×3+15)	CL value	30 (5×3+15)
		Critical	150 (20×3+90)

After a fast three-hit strike, unleashes the Lion Battle Roar. The final blow launches the enemy, so use it to finish combos.

Special Technique: Souga: Claw Roar Fang — [↓↙←↙↓↘→●] Airborne — Element: —

習得 Condition	士 Lv.13	TP Consumption	22
Power	230 (60×2+110)	Additional effect: Launch	
Copper Body	20 (6×2+8)	CL value	20 (6×2+8)
Stun	12 (4×3)	Critical	120 (40×3)

Slash sweep → blunt strike → upward slash in a consecutive attack. When you launch an enemy, follow up to continue th

Special Technique: Ryu Rengekiha: Dragon-Slaying Combo Break — [1] Aerial — Element: —

Acquisition Conditions	Spirit Lv.14	TP Cost	26
Power	360 (60+70+50×3+80)	Number of Hits	6
Steel Body	30 (4+6+4×3+8)	Additional Effects: Launch, Attach Break	
Stun	30 (4+6+4×3+8)	CL Value	30 (4+6+4×3+8)
		Critical	150 (20+30+20×3+40)

Unleashes a furious series of slashes. It has many hits and a launching effect, making it usable as the start of a combo.

Special Technique: Shisei Ression: Shisei Retsuha — [↓↙←↙↓↘→●] Aerial — Element: —

Acquisition Requirement: Purity Level 14		TP Cost	28
Power	420 (60×2+80+60×2+100)	Hits	6
Bronze Body	34 (5×2+6+5×2+8)	Additional effects: Down, Attach Break	
気絶	34 (5×2+6+5×2+8)	CL値	34 (5×2+6+5×2+8)
		Critical	102 (15×2+18+15×2+24)

Launches the enemy into the air with consecutive slashes and finishes with a Lion's Roar in midair. A technique befitting a

Psychic Art: Taulensen: Air Split Slash — [←]+[Aerial] — Attribute: Light

Acquisition Requirement: Endure Lv.1		TP Consumption	4
Power	130	Number of Hits	1
Silver Body	10	Additional Effect	
気絶	7	CL値	10
		Critical	120

Fires a light spirit projectile from the sword. The projectile's range is not very long, so use it after getting close to the ene

必殺技: Raijinken: Raijin Sword — [←→⊗] Air — Element: 雷

習得 Cond	Conviction Lv.2	TP Consumption	5
Power	200 (110+90)	Number of Hits	2
Hardened Body	11 (5+6)	Additional Effect	
Stun	10 (4+6)	CL Value	8 (2+6)
		Critical	160 (110+50)

After thrusting the sword into the enemy, lightning strikes. If the initial thrust misses, the subsequent lightning will not oc

Psychic Art: Bakuenken: Explosive Flame Sword — [↓↘→⊗] 空中 — Attribute: Fire

習得 Requirement: Sum of Pure Heart + Fighting Spirit Lv.		TP Consumption	8
Power	180 (45×4)	Number of Hits	4
Bronze Body	20 (5×4)	Additional Effect	
Stun	16 (4×4)	CL Value	8 (2×4)
		Critical	112 (28×4)

Slash with a sword enveloped in flames. It has a high steel-body (armor) shredding value and does not launch enemies, m

Focus Tec ライ ジン ガ Thunder Swift Fang [↓] Aerial ○ Element 雷

Acquisition Requirement		TP Consumption 10	Number of Hits 1
Power	220	Additional Effect	
Solid	18	CL値 18	
Faint 18		Strike Force 130	

Fall forcefully from the sky and thrust down a lightning-clad sword. Because it involves a high jump, it is less likely to be

Mind Tech ショウコウ ダン Shōkō Formation [↓↓⊗] 空中 ○ Element Light

Learning R	Endurance Lv.5	TP Consumption 13	Number of Hits 1
Power	210	Additional effect hing, Attach Break	
Bronze Body	19	CL value 19	
Ki Rank 19		Rows of infants 130	

Stabs the sword into the ground on the spot, creating a shockwave of light around the area. Can also inter enemies

Mind Tech Shōsō Raiza Assault Claw Thunder Slash [01] Aerial ○ Element 雷

Acquisition Requirement	v.9	TP Consumption 14	Hit Count 2
Power	250 (110+140)	Additional Effect	
Bronze Body	21 (10+11)	CL Value 21 (10+11)	
Stun 21 (10+11)		Row Child 150 (70+80)	

Slash upward with a lightning-imbued sword, then slash downward. Follow-up attacks should be performed with move

Inspiration Ryūsen Dragon-Slaying Flash [↓] Aerial — Attribute: Fire

Acquisition Requirement	ence + Fighting Spirit Lv.16	TP Cost 15	Number of Hits 5
Power	250 (50 x 5)	Additional effect: Launch	
Copper Body 20 (4 x 5)		CL value 20 (4×5)	
Kiai	20 (4×5)	To child 150 (30×5)	

Produces a pillar of flame from the ground and launches enemies. Easy to keep enemies in place and easy to link into c

Psychic Arts Inba Stardust Break [4] Aerial ○ Attribute: Light

Acquisition Conditions	urance total Lv. 20	TP Consumption 19	Number of Hits 1
Power	260	Additional Effect	
Bronze Body 22		CL value 22	
Competition 20		Ku to child 100	

Charge energy into the sword and slash straight through. Because it pierces through enemies while moving, it is hard t

Psychic Arts Seieirett Seishin Renpa Shiao-[◎→ttp ○ Element Light

Acquisition Requirement	v.9	TP Consumption 20	Number of Hits 3
Power	240 (80×3)	Additional Effect	
Steel body	27 (9×3)	CLE 27 (9×3)	
Kiraku	24 (8×3)	Row infant 120 (40x3)	

Unleashes three consecutive light sword shadows. With long range and the ability to push enemies, it is extremely effe

Psychic Arts Colorwing Goura刃 [Attack]+Aerial — Element 雷

Learning requirement: Belief Lv.11		TP Consumption 22	Number of Hits 4
Power	300 (75×4)	Additional Effect	
Copper Body	28 (7×4)	CL値 28 (7×4)	
Stun	28 (7×4)	クリティカル 140 (35×4)	

A consecutive slash that envelops the sword with lightning. There is a slight delay before the second strike, and it can be

Mind Tech Ougasshousan Hio Jūshōzan [↓↘→↘↓↙←⊗] 空中 ○ Attribute: Fire

Condition to retain: Total Lv. of Endurance + Innocence 25		Consumption 23	Number of Hits 4
Power	300 (75×4)	Additional Effect ch	
Copper Body	32 (8×4)	CL value 32 (8×4)	
Suburb/Away Extreme		クリティカル 140 (35×4)	

Slash upward while jumping. Against heavy enemies you may be pushed away after the attack, so use this move at clos

Psychic Arts Senkō Burst Flash Burst [↓↘→↗⊗] Aerial — Attribute: Light

Acquisition Requirement	v.13	TP Consumption 24	Number of Hits 6
Power	(330 (55×6))	Additional effect: Launch	
Bronze Body	30 (5×6)	CL value 30 (5×6)	
KO 24 (4×6)		U74120 (20×6)	

Performs successive thrusts from bottom to top. The launch height is low, making it suitable for ground combos.

Psychic Arts Gouharaijinso Shoha Raijin Spear [→↘↓↙←→⊗] Air — Element 雷

Acquisition Requirement		TP Consumption 25	Number of Hits 1
Power	330	Additional effect away, Down, Attach Break	
Bronze Body	30	CL値 30	
Stun	25	For toddlers 140	

A powerful thrust imbued with lightning energy that blows the target away. It has only 1 hit, but its power is beyond rep

Psychic A Kuuhatenrebutan Kuuhaten Retsujin [11] Aerial — Element Light

Acquisition Conditions	Lv.15	TP Cost 26	Number of Hits 6
Power	360 (60×6)	Additional Effect	
Bronze Body	36 (5×6)	CL Value 30 (5×6)	
Kien	24 (4×6)	Critical 132 (22×6)	

A powerful thrust imbued with the light's aura. Its range is fairly long, so use it to intercept enemies that are approaching

Mind Tech Beast Thunder Wave [↓↙←] Aerial — Element Thunder

Condition	Faith Lv.15	TP Consumption 28	Number of Hits 3
Power	390 (130×3)	Additional Effect	
Steel Body	30 (10×3)	CL Value 30 (10×3)	
Stun	27 (9×3)	Critical 120 (40×3)	

Releases thunder in a fan-shaped area. Like "Kuha Tenretsu Jin," it has a relatively long range and can easily hit enemies

Thought R Hakai Raito Swift Charge [↓↙←↙↓↘→⊗] Air — Element 雷

Condition	+ Total Faith Lv.32	TP Consumption 30	Number of Hits 3
Power	420 (100×2+220)	Additional Effect	
Copper Body	36 (8+10+18)	CL value 36 (8+10+18)	
Stun	35 (8+9+18)	Critical 160 (40×2+80)	

A lightning-imbued, godspeed three-hit combo. Because it launches attacks while moving significantly, it is a technique tha

秘奥義 Shōō Shinkagezan Air — Element 雷

Acquisi	Santex Cathedral (207) onwards	TP Consumption —	Number of Hits 27
Power	2500 (100+BO×24+200+280)	Additional Effect	
Bronze Body	—	CL値 —	
Stun	—	Critical 2700 (100×27)	

After unleashing a barrage of ultra-fast consecutive strikes, he brings down a lightning-imbued sword, finishing with a sla

Combined M Rinouten Shouku Tenshoku Airborne O Attribute —

Condition	159 Clear "Combined Mystic Arte"	TP Consumption —	Number of Hits 29
Power	4000 (65×7 + 65×10 + 145 + 250×6 + 250×5)	Additional Effect	
Solid	—	CL値 —	
Ki Supply	—	Critical 2900 (100×29)	

Shing and Kohaku's combined Mystic Arte. Shing delivers lightning-imbued slashes and performs a well-synchronized cor

Combined Secret Mystic Art: Ten Air — Element 雷

Acquisition Requirement	170 Clear "Combined Secret Mystic Art"	TP Consumption —	Number of Hits 13
Power	4000 (150+150+200+350×10)	Additional Effect	
Body Conditioning		CL値 —	
Stun	—	Critical 1300 (100×13)	

Shing and Beryl's combined Secret Mystic Art. With Beryl's cooperation, Shing unleashes an overwhelmingly powerful st

Combined Seikaseiei Sōgajin Calamity Star Shadow Twin Fang Air — Element Light

Requirement	158 Clear "Combined Secret Mystic Art"	TP Consumption —	Number of Hits 19
Power	4000 (90×10+90×8+2380)	Additional Effect	
Bronze Body		CL Value —	
Stun	—	Critical 1900 (100×19)	

The combined secret mystic art of Shing and Calcedony. Shing displays an aerial attack that rivals Calcedony's.

TOPICS Introduction to Each Character's Chase Finish

The chase finishes that can be performed during a Chase Link have different attack animations for each character. Here is a list of them. Note that the Chase Finish's power is fixed at 500 and its critical value is fixed at 200.

Tactics

Actively launch attacks to pin down enemies

Many moves have little recovery after attack, allowing you to overwhelm enemies with the number of hits. Some moves can target distant positions, but basically you should actively engage enemies in close combat to protect allies in the rear.

By doing so, it creates opportunities for other allies to follow up and also reduces the risk of allies having their psychic spell chanting interrupted.

Set a trap to stop them. If enemies are clustered, attack without hesitation.

Attack enemies targeting allies with moves that have blowback. Use techniques that cause blowback or down effects to attack enemies targeting allies.

<Early-game down-technique combo

Mid-level attack	Sea 連刃	Explosive Flame Sword	Shishi Senkou (Lion's War Cry)

Deal damage using moves that do not knock enemies away, and finish with "Shishi Senkou" or "Chisaihyou" to down the enemy in a combo. While the enemy is down, recover TC, then...

It's good to down enemies with this combo. Replacing "Kairenjin" with moves like "Shinkon" or "Raijin'ga", and swapping "Shishi Senkou" for "Shikou Reppa", can further increase damage.

Air combo that launches the enemy high

Mid-level attack	Zesshō Zan	Air Attacks	Hifū Zesshō Zan (Scarlet Wind Absolute Roaring Slash)	Mokkou Raiba (Silent Roar Thunder W

To increase air combo damage, incorporate moves that can also launch enemies in the air, such as "Hihō Zesshō Zan" or "Hien Shōsen", into your combo. However, after "Hihō Zesshō Zan" the distance to the enemy is

Because it tends to break away easily, consecutive use is strictly forbidden. After hitting the enemy with "Hioh Zesshō Zan," immediately follow up with the finishing move "Beast-Summoning Thunder Wave." You can als

Late-game high-damage combo

Toryū Sen (Dragon-Slaying Flash)	Flash Burst	Zepparu Raijin Street	Gouha Raijin Spear

A power-focused combo centered on psych-based techniques. The first move can be anything that breaks the enemy's steel body, so it's also good to close the distance and start the combo with moves like "Raiga" or "Seadull Tonsu (Break)."

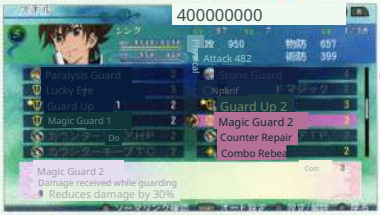
The latter half of the combo uses both "Zepparu Raijin Kō" and "Gouha Raijin Spear," which are lightning-attribute psych techniques, so equipping the skill Tonsu (Break) will further increase damage.

Videos streaming on the web! Combo videos are available on "Tales Channel+." Access from PC or smartphone! http://tales-ch.jp/

Soma Build: Hone attack and defense for fighting on the front lines

Prioritize growth in Will and Purity to gain the attack power needed to fight on the front lines. While increasing physical attack, learn "Poplus" and "Exceed" to improve the frequency of normal attacks. Increase numbers and TC. Also, simultaneously allocate points to Guts and raise your physical stats as well. Even if you grow Magic Defense, it won't increase much, so Stamina can be left for later.

Includes useful techniques.



After learning "Magic Guard 2", prioritize growth other than endurance.

Applies to the Innocence and Fighting Spirit spiria bonuses.

・Spiria Parameters

Spill Level	Required SBP	Category	Acquired	Reference
1	9	Arts & Techniques	Shooting Star Strike	P.047
2	15	Skills	Attack Feint	P.127
3	22	Arts & Techniques	Gusso	P.047
4	30	Soma	Lovash	P.055
5	33	Arts & Techniques	Shunjin Street	P.047
6	37	Ability Enhancement	SP+5	—
7	42	Skills	Combo Plus 1	P.128
8	48	Soma	Icthues	P.055
9	53	Arts/Techniques	Zesshōshin	P.048
10	59	Skills	Time Ad Hit	P.128
11	66	Skills	Combo Plus 2	P.128
12	74	Soma	"Kalkinos	P.055
13	83	Arts & Techniques	Soaring Fang	P.048
14	93	Arts & Techniques	Dragon-Slaying Combo Break	P.048
15	104	Soma	Regulus	P.055
16	116	Skill	Combo Plus 3	P.128
17	168	Ability Enhancement	Physical Attack +30	—
18	221	Skills	1 Damage	P.126
19	275	Soma	Alpheratz	P.055
20	330	Ability Enhancement	SP+6	—
1	9	Ability Enhancement	TP+10	—
2	15	Arts & Techniques	"Raijin Sword"	P.048
3	22	Soma	Russell	P.055
4	30	Skills	Combo Energy	P.128
5	33	Arts & Techniques	"Raijin Fang"	P.049
6	37	Skills	Thunder Rise 1	P.128
7	42	Soma	Maya	P.055
8	48	Ability Enhancement	SP+5	—
9	53	Arts & Techniques	Claw Thu	P.049
10	59	Soma	Longmore	P.055
11	66	Artes/Techniques	Gouraiō	P.049
12	74	Skills	Thunder Rise 2	P.128
13	83	Artes/Techniques	"Gouha Raijin Ken"	P.049
14	93	Soma	Fercado	P.055
15	104	Artes/Techniques	Mokkou Raiba (Silent Roar Thunder Wave)	P.050
16	116	Skill	Thunder Rise 3	P.128
17	168	Soma	Deneb	P.055
18	221	Ability Enhancement	SP+6	—
19	275	Skill	Energy Flow	P.127
20	330	Ability Enhancement	Atk +30	—

Fighting Spirit (HP +2 / Physical Attack +1)

Conviction (TP/Atk +1)

Shun Blade Shock

Because the attack is launched while stepping forward, it can hit the enemy repeatedly. There is little recovery after the attack, making it very easy to handle. Use it as an alternative to "Kairen Blade" to rack up combo counts in place without greatly displacing the enemy. Despite being easy to learn (available at Fighting Spirit Lv.5), it remains useful until the end, so it's good to learn it early.

Time Ad Hit

When an attack hits, it increases the Chase Link recovery time. It pairs well with Shing, who has many strikes, and is recommended because it can increase combo counts and damage during Chase Link. If you raise the Soma Link between characters to ★5, skills can be shared, so try to set it on as many allies as possible.

Combo Plus 3

It is an important skill that increases the maximum number of normal attacks by one and helps raise the party's overall attack power. Only Shing can learn up to "Combo Plus 3." After learning it, raise the Soma Link with attacking allies to ★7 and have those allies set the skill

Spir Level	Required SBP	Category	Acquired	Reference
Guts (HP46/Physical Defense17)	1	9	Skills	Guard Up 1	P.127
	2	15	"Soma	Shedal	P.055
	3	22	Arts & Tech	Earth Shatter Impact	P.047
	4	30	Skill	Poison Guard	P.129
	5	33	"Skill	Auto Move	P.127
	6	37	"Soma	Arnaile	P.055
	7	42	Arts & Techniques	Swift Gale	P.047
	8	48	Skill	Sub EX	P.128
	9	53	"Skill	Guard Up 2	P.127
	10	59	Arts/Techniques	Hien Shousen	P.048
	11	66	Soma	Helios	P.055
	12	74	Ability Enhancement	SP+7	—
	13	83	Ability Enhancement	Physical Defense +20	—
	14	93	Soma	Guerels	P.055
	15	104	Ability Enhancement	SP+9	—
	16	116	Skill	Guard Up 3	P.127
	17	168	"Soma	Truace	P.055
	18	221	Skill	Attack Rebel	P.127
	19	275	Skills	Good Angry	P.128
	20	330	Ability Enhancement	物防+30	—
Endurance (TPM/Magic Defense 1)	1	9	Arts/Skills	Air Split Slash	P.048
	2	15	Skills	Magic Guard 1	P.129
	3	22	Soma	Jedic	P.055
	4	30	Ability Enhancement	SP+3	—
	5	33	Arts & Techniques	Shishi Formation	P.049
	6	37	Soma	Cleos	P.055
	7	42	Skills	Thunder Shield 1	P.128
	8	48	Skills	Magic Guard 2	P.129
	9	53	Arts/Techniques	Seishin Renpa	P.049
	10	59	Soma	Hartley	P.055
	11	66	Skills	Thunder Shield 2	P.128
	12	74	Ability Enhancement	SP+7	—
	13	83	Arts & Techniques	Flash Rift	P.049
	14	93	Soma	Mac Note	P.055
	15	104	Arts & Techniques	Kuubaten Retsujin	P.050
	16	116	Skills	Thunder Shield 3	P.128
	17	168	Ability Enhancement	TP+30	—
	18	221	Soma	Sagittarius	P.055
	19	275	Skills	Abyss	P.127
	20	330	Ability Enhancement	術 Defense +30	—
Innocence (HP 24 / Physical Attack 13 / Defense 1)	1	9	Skill	Exceed 1	P.127
	2	15	Ability Enhancement	SP+3	—
	3	22	Soma	Meisa	P.055
	4	30	Skills	Combo Voltage	P.128
	5	33	Arts/Techniques	Shishi Battle Roar	P.047
	6	37	Skills	Attach Break	P.127
	7	42	Skills	Step Cancel 1	P.128
	8	48	Soma	Libra	P.055
	9	53	Skills	Exceed 2	P.127
	10	59	Arts & Techniques	Shinsu Retsuha	P.048
	11	66	Soma	Polaris	P.055
	12	74	Skills	Step Cancel 2	P.128
	13	83	Ability Enhancement	SP+9	—
	14	93	Arts & Techniques	Shishio Retsusho"	P.048
	15	104	Soma	"Aquarius"	P.055
	16	116	Skills	Soma-tize	P.128
	17	168	Skills	Step Cancel 3 p.128	
	18	221	Skill	TC Converter	P.126
	19	275	Soma	Reeve	P.055
	20	330	Ability Enhancement	HP+200	—

Guard Up 1

Because Shing engages in a lot of close combat, he inevitably takes more damage. Learn skills like "Guard Up 1" and use guarding to block enemy attacks as much as possible. Only Shing can learn "Guard Up," so it's best to raise Guts to Lv.16 and share it with other allies via Somalink.

Earth Shattering Thrust

Among techniques that cause a down effect, this is the easiest to learn. The move comes out quickly and allows you to act immediately after attacking, so it is possible to follow up on a downed enemy. It is an excellent move that can be used both as the start and the finisher of a combo, so learn it as soon as possible.

Step Cancel 1

This skill lets you cancel the vulnerability in an attack animation with a front step. It is useful when you want to close the distance to an enemy while attacking continuously. Also, performing a step cancel resets the count of normal attacks. For example, if you perform a step cancel after three normal attacks, you can perform three more normal attacks.

Polaris

Well balanced between physical and magical attack, with increases to HP and TP as well. Additionally, it has the excellent Soma effect of restoring TC when an enemy is defeated. When TC is restored, you can immediately follow up with the next attack, allowing you to quickly shift to attacking other enemies. While this Soma is equipped, you need not worry much about remaining TC and can pr

Spiria Bonus

Spirit Parameters	Total Value	Category	Acquired	Reference
Fighting Spirit	5	Skills	Combo Rebear	P.128
Guan Zhi Conviction	10	Soma	Shaula	P.055
Fighting Spirit Conviction	14	Skills	Risk Attack	P.129
Guan Zhi Faith	21	Ability Enhancement SP+7		—
Fighting Spirit Conviction	32	Arts & Technique	Zetsuha Raijin Rush	P.050
Guan Zhi Conviction	36	Skills	Quarter Damage	P.127
Conviction Grit	7	Ability Enhancement SP+4		—
Conviction Grit	12	Ability Enhancement HP+100		—
Conviction Grit	17	Soma	Volf	P.055
Conviction Grit	23	Stat Boost: Magic Attack +20		—
Conviction Grit	29	Skills	Risk Defense	P.129
Conviction Grit	41	Stat Boost: TP+30		—
Grit Endurance	5	Skill	Lucky Avoid	P.129
Grit Endurance	14	Skills	Risk Resist	P.129
Grit Endurance	20	Arts & Technique	Star Extermination Break	P.049
Guts Endurance	24	Soma	Beera	P.055
Grit Endurance	34	Skills	Chase Act	P.129
Guts Endurance	37	Ability Enhancement SP+9		—
Endurance Innocence	8	Ability Enhancement Def+10		—
Endurance Innocence	15	Ability Enhancement SP+6		—
Endurance Innocence	25	Arts & Technique	Scarlet Rumor Absolute Soar New	P.049
Endurance Innocence	29	Ability Enhancement HP+200		—
Endurance Innocence	30	Soma	Grafias	P.055
Endurance Innocence	35	Ability Enhancement	Magic Attack +30	—
Innocence Fighting Spirit	7	Arts & Technique	Explosive Flame	P.048
Innocence Guan Zhi	16	Arts & Technique	Black Dragon Flash	P.049
Innocence Guan Zhi	26	Ability Enhancement	Magic Attack +20	—
Innocence Fighting Spirit	34	Ability Enhancement SP +8		—
Pure Heart Guan Zhi	40	Skill	Half Damage	P.129
Pure Heart Fighting Spirit	42	Soma	Arc Tursus	P.055

Zetsuha Raijin Rush

Among Shing's techniques, this boasts the great est power, and related CL values inflicted on enemie s are also uniformly high. When setting up a damag e-focused combo, develop not only Ferocity but als o Conviction to learn this skill. When using it, don't f orget to equip the "Thunder Rise" skill, which increases lightning-attribute

Stardust Break

The hit count is 1, but it excels in power and in r educing the opponent's guard value, and above all it can be executed very quickly. Because it closes t he distance to the enemy instantly, it's an easy tec hnique to use as the starting point of a combo. Also, by using this skill to

Dragon-Slaying Flash

A thought-based skill that causes a pillar of fire t o erupt at the enemy's feet. Because it launches e nemies straight upward, they don't get far away, making it easy to incorporate into combos. Among Shing's techniques, it also has a relatively high hit count, so if you prioritize combo hit counts, use it actively. Since it is a tho

Soma Gallery

Soma Data

Acquisition Conditions	Name	Attribute	HP	TP	Physical Atk	Magical Atk	Physical Def	Magical Def	Luck TC	Special Effect
Initial	Asteria	–	0	0	55	35	0	0	0	2	–
Fighting Spirit Lv.4	Lovash	–	0	0	146	46	0	0	0	2	–
Conviction Lv.3	Russell	–	0	0	82	154	0	0	0	4	–
Guts Lv.2	Shedal	–	100	0	104	62	10	0	0	3	–
Endurance Lv.3	Jedic	–	0	20	90	85	0	10	1	2	Recover 10% TP when defeating an enemy
Innocence Lv.3	Meisa	–	50	10	115	72	0	0	0	3	–
Will/Faith Total Lv.10 Fighting Spirit Lv.8	Shaula	Wind	0	0	98	65	0	0	0	4	Movement speed during battle is increased by 1.1×
	Iktyuesu Mai	–	0	0	256	91	0	0	0	3	–
Faith/Conviction Lv.7	a	–	0	0	154	304	0	0	0	5	–
Guts Lv.6	Alnail	–	200	0	205	122	20	0	0	4	Recover 10% HP when defeating an enemy
Endurance Lv.6	Cleos	Light	0	40	185	160	0	20	0	4	–
Innocence Lv.8	Libra	–	100	20	226	144	10	0	0	4	–
Total of Faith + Grit Lv.17	Volf	–	0	0	213	205	0	0	1	3	CL value is multiplied by 1.25
闘志Lv.12	Kalkinos	–	0	0	475	183	0	0	0	4	–
Conviction Lv.10	Longmore	–	0	0	343	549	0	0	1	6	–
Guts Lv.11	Helios	–	300	0	425	244	30	0	0	5	–
Endurance Lv.10 Innocence Lv.11 Guts + Endurance Total Lv.24 Fighting Spirit Lv.15	Hartley	–	0	60	411	320	0	30	0	5	Recovers TP equal to 1% of the damage dealt to enemies
	Polaris	–	150	30	442	290	15	0	0	5	When defeating an enemy, TC is fully restored
	Beera	Fire	0	0	430	177	0	0	0	6	–
	Regulus	–	0	0	721	279	0	0	0	5	–
Conviction Lv.14 Guts Lv.14 Endurance Lv.14 Innocence Lv.15	Felkad	–	0	0	520	837	0	0	0	7	–
	Gherels	–	400	0	627	372	40	0	0	6	Recovers HP equal to 1% of the damage dealt to enemies
	Macnote	–	0	80	624	488	0	40	0	6	–
	Aquarius	Water	200	40	671	442	20	0	0	6	–
Endurance + Innocence total Lv.30 Fighting Spirit Lv.19 Conviction Lv.17 Grit Lv.17	Grafias -	Water	0	150	590	512	0	0	1	7	Normal attacks have a 5% chance to reduce the enemy's physical attack by 30% for a certain duration
	Alpheratz	–	0	0	1026	377	0	0	0	6	–
	Deneb	–	0	0	757	1000	0	0	0	8	TP cost of artes is reduced by 50%.
	Tureisu	–	500	0	841	503	50	0	0	7	–
Endurance Lv.18	Sagittarius	雷	0	100	908	660	0	50	0	7	–
Endurance Lv.19	Reve	–	250	50	883	598	25	0	0	7	–
Fighting Spirit + Innocence Total Lv.42	Arc Tsurusu	–	0	0	930	436	100	100	1	8	Normal attacks have a 5% chance to (physical defense of the enemy) Reduce (it) by 30% for a certain period
Defeat the Shadow Soul Zodiac	Soul Zodiac	–	0	0	0	0	0	0	0	5	Physical and magical attack grow according to the number of en
138 "Wooden Sword of Memories"	The Sword of Beginning	–	0	0	700	500	0	0	3	12	–
088 "That Which Was Passed Down" Shing and Tecta	No Sword of Tecta cards	–	0	200	0	1500	0	0	0	3	–

Peela
Regulus
Fercado
Gehrers
Mac Note
Aquarius
Grafias
Alpheratz
Deneb
Tureisu
Sagittarius
Reeve
Arc Tsurusu
Soul Zodiac
The Sword of Beginning
Tekta's 杖

KONAK Kohaku

• Basic status data by level

LV	1	20	30	40	50	100	150	200
HP	450	1194	1616	2038	2460	4570	4880	5190
TP	72	125	158	191	224	390	455	521
Physical	40	75	95	116	136	239	301	364
Art/Skill Attack	52	93	117	141	165	284	364	443
Physical Defense	8	27	39	51	63	123	143	163
Magic Defense	32	58	74	90	107	187	228	268

Growth Tendency

Basic Ability: Excels on the offensive

Physical and magical attack grow in a well-balanced way, and equipping the Soma "E-lex" obtainable in the late game greatly increases both parameters. It can demonstrate high capability not only in physical attacks but also in magical attacks. However, on the defensive side HP and physical defense are low and it is fragile, so it is necessary to substantially boost them with armor and accessories.

Although joining the party late, they possess enough ability to be effective as an immediate combat asset.

Normal Attack List

Attack Name	Power	Steel Body Filing	CL Value	Stun	Critical
Normal attacks (high-level attack, mid-level attack, low-level attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break attacks, aerial break attacks (knockback, juggle)	130	5	5	4	110
Guard counter, aerial guard counter	200	15	20	20	150
Cross Chase	230	0	0	0	170

Learn techniques that can fulfill various roles

Learns pyromancy, wind, and light-based psychomancy, but has high magic attack.
Also learns psychic techniques with many hits, allowing handling o
f battles centered on physical attacks. In addition, healing-type psychic arts can be learned and, depending on the situation, focus on magical attacks or provide healing support from t
he rear. This character pairs well with any ally.

When fighting on the front lines and healing at the same time, "Heartless Circle" and similar skills are useful.

Against enemies weak to fire element, psychic techniques that utilize magical attacks unleash ferocious power.

・List of Arts and Techniques

Mind Art: Heal

Incantation 7 seconds | Air | — | Element —

Acquisition Requirement: Initial | TP Cost 15 | Number of Hits —

Power — | Additional Effects

Bronze Body — | CL値 —

Stun — | Critical —

| Restores 50% of a single ally's HP. The balance between healing amount and cast time is good, making it a core healing

Mind Art: Heartless Circle

Cast Time: 3.86 seconds (Airborne) — | Element —

習得 Condition Req Lv. 8 | TP Cost: 35 | Number of Hits —

Power — | Additional Effect

Hardened Body | CL値 —

Stun — | Critical —

| Draws a magical circle of light centered on the target, gradually restoring 50% HP to all allies within the area.

Mind: Fairy Circle

Yellow Cast Time: 4.2 seconds (Airborne) | Element —

Acquisition Requirement: Endurance Lv. 13 | TP Consumption TP Cost: 60 | Number of Hits —

Power — | Additional Effect

Bronze Body | CL value —

Stun — | Critical —

"An enhanced version of 'Heartless Circle.' Draws a magic circle and gradually restores 70% of the HP of allies within th

思念術 "Raise Dead"

"Casting 3.36 seconds Airborne" | Element —

Acquisition requirements | TP Consumption 26 | Number of Hits —

Power — | Additional Effect

Silver body — | CL value —

Stun — | Critical —

"Revives a single ally from incapacitation. The revived ally's HP is 50%, so heal them immediately."

"Psychic Spell Dispel"

"□ Casting 1.6 seconds Airborne — | Element —

Acquisition Requirement | TP Cost 10 | Number of Hits —

Power — | Additional Effect

Bronze Body | CL Value —

気絶 — | Critical —

"| Removes a single ally's negative status effects. The casting time is short, so heal them as soon as th

"Psychic Spell Anti-Magic"

詠唱 "3.1 seconds Airborne" — | Element —

Acquisition Requirements: Endurance and Pity combined | TP Consumption 20 | Number of Hits —

Power — | Additional Effect —

Bronze Body | CL 値 —

Stun — | Critical —

Recovers a single ally's abnormal status effects and adverse status changes. Casting time is rather long, so use it at a dis

Psychic Fireball

Casting 1.53 sec Airborne — | Attribute: Fire

Acquisition Requirement: Initial | TP Consumption 9 | Number of Hits 1

Power 250 | Additional Effect

Bronze Body 13 | CL value 13

Stun 14 | Critical 120

Launches a fireball at a single enemy. Among basic offensive artes like "Wind Cutter," this has the highest power.

Burn Strike — Casting 2.53 sec | Air | — | Main Attribute Fire

Acquisition Requirement		TP Consumption 24	Number of Hits 3
Power	600 (200×3)	Additional Effect	
Physical	27 (9×3)	CL値	27 (9×3)
Stun	27 (9×3)	Critical 240 (80×3)	

Summons multiple massive fireballs from the sky. It's easier to hit if another ally is pinning down the targeted enemies.

Mind Art | Explode — Casting Time Airborne | — | Attribute: Fire

習得 Condition Faith Lv.9		TP Consumption 42	Number of Hits 1
Power	750	Additional Effect	
Bronze Body 37		CL Value 37	
Stun 37		Critical 270	

Drops incendiary projectiles that explode upon striking the ground. Has a wide attack range, so aim for clustered enemies

Psionic Art | Ignite Prison — Chanting 5.03 sec Airborne | — | Attribute: Fire

習得 Condition Faith Lv.14		TP Consumption 72	Number of Hits 5
Power	1175 (235×5)	Additional effect Launch	
Bronze Body 50 (10×5)		CL value 50 (10×5)	
Stun 55 (11×5)		Critical 560 (112×5)	

An advanced fire-element art learned only by Kohaku. It imprisons enemies with extremely hot flames spewing from a ma

Psychic A | Wind Cutter — Chanting 1.4 sec Airborne | — | Element Wind

Acquisition Conditions Guts combined Lv.7		TP Consumption 8	Number of Hits 2
Power	190 (95×2)	Additional Effect	
Bronze Body 8 (4×2)		CL Value 8 (4×2)	
Stun	20 (10×2)	Critical	240 (120×2)

Releases two Wind Blades. Because the blades pierce enemies, they deal damage to all enemies in a straight line.

Psychic Garment Cross Wind — 詠唱 2.46 seconds Airborne | — | Element 風

Learning requirement: Total Faith + Guts Level 17		TP Cost 21	Number of Hits 5
Power	400 (80×4+80)	Additional effect: Launch	
Body Conditioning	16 (3×4+4)	CL value 16 (3×4+4)	
Stun	37 (7×4+9)	Critical 350 (70×4+70)	

Unleashes four wind blades that surround the target from all sides. It can strike every enemy in the path of the wind blades

Memorial Air Thrust — Casting 3.86 sec Airborne | — | Element Wind

習得条件 Mind + Guts Total Lv.23		TP Consumption 38	Number of Hits 8
Power	720 (90×8)	Additional Effect	
Copper Body 24 (3×8)		CL値	24 (3×8)
Stun	48 (6×8)	Critical 376 (47×8)	

Creates a wind barrier and continuously attacks all enemies within its area. The attack range is somewhat narrow.

Photon of Gratitude — Cast Time 1.26 sec | Air | — | Element Light

習得 Condition Faith Lv.1		TP Consumption 8	Number of Hits 1
Power	160	Additional Effect	
Copper Body 12		CL Value 12	
Stun 12		Critical 180	

Concentrates particles of light to attack. Does not hit enemies launched high by aerial combos.

Psychon Ray — Chanting 2.9 seconds Mid-air | — | Element Light

Acquisition Requirement: Faith Lv.6		TP Consumption 22	Number of Hits 20
Power	580 (29×20)	Additional Effect	
Bronze Body 20 (1×20)		CL value 20 (1×20)	
Stun	20 (1×20)	Critical 800 (40×20)	

A large amount of light falls from overhead. With many hits that can keep enemies pinned down, it easily supports combos

Psychic Art Grand Cross — Casting 4.3 sec Airborne | — | Attribute: Light

Acquisition Requirement: Faith Lv.12		TP Consumption 40	Number of Hits 3
Power	640 (100+270+270)	Additional Effect	Launch, Down
Body Conditioning	36 (24+8+4)	CL Value	36 (24+8+4)
気絶	36 (8+14+14)	Critical	300 (60+120+120)

Summons a cross of light from above the ground. After launching enemies into the air, it can knock them down to support

Psychic Art | Divine Saber — Chanting 5.03 sec Airborne | — | Attribute: Light

習得 Requirement: Total level of Fighting Spirit + Conviction		TP Consumption 85	Number of Hits 18
Power	1240 (65×17+220)	Diga Effect	—
Steel Body 46 (2×17+12)		CL Value 46 (2 x 17 + 12)	
Suburb Absolute 52 (2×17+18)		Critical 800 (40 × 17 + 120)	

Continuously calls down divine lightning from the sky. It has many hits and a wide attack range, and can be considered an

Special Te Crushing Heart Kick [←]Aerial — Element —

Condition Initial		TP Consumption 4	Number of Hits 1
Power	130	Additional effects: launch, down, attach break	
Bronze Body	12	CL value 12	
Stun 10		Critical 100	

Performs a forward kick that launches the enemy. Useful for finishing combos or putting distance between you and an o

Special Te Gale Kick [↓]Aerial O — Element —

Acquisition Requirement		TP Consumption 7	Number of Hits 3
Power	170(50×2+70)	Additional effects: Down, Attach Break	
Bronze Body	14(4×2+6)	CL value (4×2+6)	
Stun	11(3×2+5)	Critical 120 (35×2+50)	

Performs a spinning kick in midair. The final strike slams the enemy into the ground, causing a down effect.

Special Te Sanka [→]Aerial — Attribute: —

Acquisition requirements Lv.5		TP Consumption 10	Number of Hits 3
Power	200(60×2+80)	Additional Effect Attack Break	
Bronze Body	20(6×2+8)	CL value 20(6×2+8)	
Stun 16 (5×2+6)		Critical 100(30×2+40)	

Use the baton to deliver a series of strikes and follow up with kicks. The stepping distance is short, so use it in close com

Special Te Tenrō Leg [→↓↘●] 空中 0 Attribute —

Acquisition Requirement		Consumes TP 14 Hit count	2
Power	230(110+120)	Additional effects: Launch, Attach Break	
Bronze Body	18(8+10)	CL value 18(8+10)	
Stun	15(7+8)	Critical 100 (40+60)	

"Kick upward while performing a somersault. Launches the enemy high, making it easy to fo ow up with an aerial combo

Special Te Kuugarashi Sky Fang Storm Kick Spiral [↓↙←●] 空中 ○ Element —

Condition 闘志Lv.11		TP Consumption 18	Number of Hits 6
Power	270(45×6)	Additional Effect Launch	
Steel Body	30 (5×6)	CL value 30 (5×6)	
Stun	30 (5×6)	Critical 150(25×6)	

"An enhanced version of 'Gale Kick' that unleashes consecutive spinning kicks. It covers a longer stepping distance and

Special Move: White Flower Spinning Lotus [↓↙←↙↓↘→●] Airborne — Element —

Cond 闘志Lv.15		TP Consumption 25 hits	5
Power	370(65+75+70×2+90)	Additional Effect Knockback, Attach Break	
Bronze Body	35(5+8+6×2+10)	CL Value 35 (5+8+6×2+10)	
Stun	35(5+8+6×2+10)	Critical 150(20+30+25×2+50)	

A consecutive attack using a baton. Because you step in deeply when launching the second strike, it's easy to close the d

Psychic Ar Fire Wheel [↓]Aerial — Attribute: Fire

Requirement: Karen Lv.1		TP Consumption 4	Number of Hits 5
Power	140(28×5)	Additional Effect	
Bronze Body	10(2×5)	CL value 10(2x5)	
Stun 10(2×5)		Critical 150 (30×5)	

Rotate the baton to produce flames. The range is short, but it is easy to use and fits well into combos.

Psychic Arts Flame Dance Formation [↓↙←⊗] Air — Attribute: Fire

Acquisition requirement: Combined level of Grace and Fighting Spirit Lv.6			1
Power	190	Hit count	
Bronze Body	14	Additional effects: Knockback, Attach Break	
Kiyan	15	CL value 14	
		Critical 100	

Sweep the baton to produce flames around you. It has a wide attack range and can hit enemies behind you.

Psychic Ar Crimson Flame Soaring Formation [1] Aerial 0 Attribute: Fire

Requirement: Karen Lv.5		TP Consumption 9	Hit Count 7
Power	210(30×7)	Additional Effect Launch	
Bronze Body	21(3×7)	CL Value 21(3×7)	
Stun	21(3×7)	Critical 70 (10×7)	

Enveloped in flames, it rises straight upward while spinning. It has many hits, making it useful as a starting point or con

Psychic Arts Crimson Lotus Imperial Wheel [↓10] Aerial ○ Attribute Fire

Acquisition Requirement Spirit total Lv.26		TP Consumption 16	Hit Count 3
Power	240(80×3)	Additional Effect	
Iron Body	18(6×3)	CL value 18(6×3)	
Spirit Cloak	15 (5×3)	Critical 105 (35×3)	

Jump and launch a ring of fire diagonally downward. Executing it in midair will send it farther.

Wang Fenghuang Tiangu [1] Aerial ○ Element Fire

習得 Requirement: Cute Lv.10		TP Consumption 20	Number of Hits 1
Power	290	Additional Effect	
Bronze Body	27	CL value 27	
Stun 26		Critical 100	

Like a phoenix, a kick that dives rapidly from the sky to the ground. It does not hit consecutively, but the power of a single

Mind Tec Demon King Flame Strike Wave [Sea] Aerial – Element Fire

Acquisition Requirement	Kouga Lv.13	TP Consumption 22	Number of Hits 4
Power	328(82×4)	Additional effect: Launch	
Steel body	28(7×4)	CL 値	28(7×4)
Ki En 28 (7x4)		Critical 120 (30×4)	

Spin and strike with a baton wreathed in flames. Use this to break the enemy's armor and follow up with other techniques.

Psychic Art Kouga Bakuen [↓↙←↙↓↘→] Airborne – Attribute Fire

Acquisition Requirement		TP Consumption 28	Number of Hits 13
Power	390 (30×13)	Additional Effect	
Body Conditioning	26(2×13)	CL値	26(2×13)
Kiyan	26(2×13)	Critical 156(12×13)	

Unleashes consecutive fire strikes using the baton. Because it has a very high number of hits, be sure to include it in your c

1 Satsugekibukyōken Air ○ •Attribute Fire

習得 Condition: Santex Grand Cathedral (P.207) onward		TP Consumption –	Number of Hits 18
Power: 2500(115x17+545)		Additional Effect	
Body Conditioning		CL値	–
Stun	–	Critical	1800(100×18)

Delivers a furious rush of baton strikes and kicks. Enemies hit by this scatter as fleetingly as cherry blossoms.

Hakurin Hō Tenshōku Airborne ○ Element –

Acquisition Requirement	150 Clear "Combined Mystic Arte"	TP Cost –	Number of Hits 29
Power	¥4000 (65×7+65×10+145+250×6+250×5)	Additional Effects	
Bronze Body		CL Value	–
否 絶	–	Critical 2900 (100×29)	

Shing and Kohaku's combined Mystic Arte. Against Shing's lightning, it shows a flurry of strikes with a baton wreathed in f

Combined Mystic Arte: Ouka Sekirei · Kosei Air ○ Attribute: Wind

Acquisition Requirement	150 Clear "Combined Mystic Arte"	TP Consumption –	Hit Count 23
Power	4000 (84×10+130×6+340×7)	Additional Effect	
Bronze Body		CL値	–
Stun	–	Critical 2300 (100×23)	

The fusion mystic arte of Kohaku and Hisui. In a sisterly manner, she provides perfect support for her big brother with a s

Combined: Azure-Scarlet Waltz Air ○ >Attribute –

習得条件	150 Clear "Fusion Secret Art"	TP Consumption –	Number of Hits 20
Power	¥4000 (90×9 + 90×9 + 1190 + 1190)	Additional effects	
Simplified	–	CL値	–
Stun	–	Critical	2000(100×20)

Kohaku and Beryl's fusion secret art. Coordinating with Beryl, they unleash a vortex of flames toward the enemy.

TOPICS Collection of Incantation Openings ~Kohaku Chapter~

NEXT P.070

Heal	Light of life !
Heartless Circle	O overflowing light of compassion...
Fairy Circle	Spirits dancing in the sky, Play a hymn of purity!
Raise Dead	Call that one back from the brink of death!
Disbel	To the form you ought to be
Anti-Magic	Radiant thoughts, dispel that one's sorrow!
Fireball	Sparkling Fire Thought!
Burn Strike	Sing, Thought of Fire!
Explode	鳴り響 Flame Thought of Kebi!

Ignite Prison	Flames of blast, play the song of joy across the four seas!
Wind Cutter	Gather, wind spirits!
Cross Wind	Run and dance across the earth, Melody of the Gale!
Air Thrust	Soar through the sky and rage, Thought of the Storm!
Photon	奔 (Hashi) Light Thought!
Ray	Fly bravely through the heavens, Thought of Radiance!
Grand Cross	Thought of Gleam dwelling within all things, Guide the wicked up to the skies!

Divine Saber Holy sentiment. Become the sword of judgment and strike down the enemy!

Change your fighting style to match your allies

Since they can perform not only physical attacks but also high-level art/magic attacks, decide how to fight according to your party composition is recommended. If you have magic/art attackers like Hisui or Beryl, raise the distance to the enemy and fight. If you have allies like Shing or Ines who excel at physical attacks, you can still be very effective by casting magic/art attacks from the rear.

Tip: If you're in danger, back away. Low HP is worrisome in close combat.

When an ally's remaining HP is low, immediately recover with "Heal".

<Early-game down-technique combo

Normal Attack → Fire Wheel → Sansanka → Crushing Heart Kick

In the early stages, you can increase hit count and damage simply by repeating normal attacks and "Fire Wheel". Since hitting with "Fire Wheel" gradually increases the distance from the enemy, after repeating it about 2-3 times, connect into "Sansanka" or later moves. Also, if you attack too much, the enemy is more likely to perform an enraged attack, so you may want to finish the combo early with a down move like "Saisen-kyaku" or "Hayate-kyaku" (C

Air combos that can rack up hit counts

Hienshoujin → Air Attacks → Sky Fang Storm Kick Spiral → Houou Tenkū

Air combos that can greatly rack up hit counts. "Hien Shōjin" and "Kakyūsen" are easy to land in the air and can continuously launch enemies upward, so simply repeating these two techniques will keep the combo going. They connect into longer combos. If you use them together with air-combo specialists Kunzite or Celsedony, 150 hits is not out of the question. Finish with "Hōō Tenku" or "Shippū Kyaku."

High-damage combo for the late game

Demon King Flame Strike Wave → Normal Attack → Kōga Bakuenbu → Byakka Senren-dan

An excellent ground combo in both power and hit count. In particular, "Kōga Bakuenbu" has a very large number of hits and is the linchpin of this combo. Repeat normal attacks and "Kōga Bakuenbu" to build up damage, then finish with the enemy-launching "Byakka Senren-dan." If the enemy's enraged attacks interrupt you, after "Demon King Flame Strike Wave" land "Shippū Kyaku" to knock them down.

Videos streaming on the web! Combo videos are available on "Tales Channel+." Access from PC or smartphone! http://tales-ch.jp/

Soma Build — Grow conviction to boost magic attack

Since attacks rely mainly on mental techniques and mental arts, prioritize raising the conviction that increases magic attack. From there, depending on your playstyle, you can learn easy-to-use magical techniques.

If you want to acquire charming, fighting-spirit, or healing-type mind arts, it's good to grow Patience. If you focus mainly on physical attacks, gradually raise Guts to increase physical defense.

Can learn light-attribute mi
d Arts. If you grow your Conviction, you will be able to learn fire-attribute

Grow Endurance to learn "Raise Dead"
If you learn these, you'll be fully prepared.

Spir Parameter

Spill Level	Required SBP	Category	Acquired	Reference
1	9	Ability Enhancement	Physical Attack +10	—
2	15	Skill	Combo Rebear	P.128
3	22	Ability Enhancement	HP+100	—
4	30	Skill	Combo Voltage	P.128
5	33	Arts/Techniques	Sansanka	P.059
6	37	Soma	Bisthis	P.065
7	42	Skills	Combo Plus 1	P.128
8	48	Skills	Finish Plus	P.129
9	53	Ability Enhancement	SP+7	—
10	59	Soma	Ti-yol	P.065
11	66	Arts & Techniques	Aerial Fang Kick Spin	P.059
12	74	Skills	Weak Bend	P.127
13	83	Skills	Combo Plus 2	P.128
14	93	Soma	Menis	P.065
15	104	Arts	White Flower Whirling Lotus	P.059
16	116	Ability Enhancement	SP+9	—
17	168	Ability Enhancement	Physical Attack +30	—
18	221	[Soma	Vale]	P.065
19	275	Skills	1 Damage	P.126
20	330	Ability Enhancement	HP+300	—
1	9	Arts & Techniques	Photon	P.058
2	15	Skill	Spell Keep	P.128
3	22	Techniques	Burn Strike	P.058
4	30	Skills	Flare Rise 1	P.129
5	33	Ability Enhancement	SP+5	—
6	37	Arts & Techniques	Pyues	P.058
7	42	Soma	Lorie	P.065
8	48	Skills	Speed Spell 1	P.128
9	53	Art Technique	Explode	P.058
10	59	Skill	Flare Rise 2	P.129
11	66	Soma	Tap	P.065
12	74	Arts & Techniques	Grand Cross	P.058
13	83	Skills	Speed Spell 2	P.128
14	93	Arts & Techniques	Ignite Prison	P.058
15	104	Soma	Tilia	P.065
16	116	Skills	Flare Rise 3	P.129
17	168	Skills	Speed Spell 3	P.128
18	221	Soma	Transcis	P.065
19	275	Skills	Energy Flow	P.127
20	330	Ability Enhancement	SP +6	—

Fighting Spirit (HP 2 / Physical Attack 1)

Conviction (TP/AT+1)

Sky Fang Storm Kick Spiral

A technique that delivers consecutive kicks while sp inning in the air. It is easy to hit enemies whether on t he ground or in the air, and is useful as the starting p oint of a combo or for follow-up attacks. If you have n ot learned any powerful spirit arts or are fighting ene mies with high resistance to fire, it is good to make this move the center of yo

Flare Rise 1

Not only with spirit skills but also with spirit art s, fire-element attacks are used frequently, so lea rn "Flare Rise 1" to increase damage. If you learn "Flare Rise 3" at Belief Lv.16, fire damage increas es by 20%, greatly enhancing your attack power.

Ignite Prison

The highest-level thought spell of the fire element . In terms of power, "Divine Saber" is superior, but if you have equipped "Flare Rise 3," which increases fir e-element damage, this one will deal greater damag e. If you mainly use magic attacks, make active use of it.

Tilia

"Greatly increases magical attack value and further reduces TP consumption 30%. Not only makes psychic arts easier to use, but also makes skills more convenient to use in general, so it's a useful Soma regardless of playstyle If you're unsure which Rank 5 Soma to equip, without hesitation equip 'Tyria'."

Spir	Level	Required SBP	Category	Acquired	Reference
Guts (HP 46 / Physical Defense 1)	1	9	Ability Enhancement	Physical Defense +10	—
	2	15	Ability Enhancement	SP+3	—
	3	22	Arts/Techniques	"Gale Kick"	P.059
	4	30	Skills	Ribeashia	P.129
	5	33	Skills	Auto Move	P.127
	6	37	Soma	Alder	P.065
	7	42	"Skill/Spell	Tenrō Leg	P.059
	8	48	Skills	Sub EX	P.128
	9	53	Skills	Weak Guard	P.127
	10	59	Soma	Vallus	P.065
	11	66	Skills	Repair Plus	P.129
	12	74	Skills	Phoenix	P.129
	13	83	Soma	Melia	P.065
	14	93	Ability Enhancement	SP+8	—
	15	104 Skills		Active Body	P.127
	16	116	Ability Enhancement	Physical Defense +20	—
	17	168	Soma	Schranz	P.065
	18	221	Skills	Attack Rebel	P.127
	19	275	Skills	Get Angry	P.128
	20	330	Ability Enhancement	Physical Defense +30	—
Endurance (TP1 / Magic Def 17)	1	9	Ability Enhancement	SP+3	—
	2	15	Skills	Magic Guard 1	P.129
	3	22	"Skill	Magic Avoid	P.129
	4	30	"Skill/Spell	Disbel	P.057
	5	33 Soma		Olive	P.065
	6	37	"Skill/Spell	"Raise Dead"	P.057
	7	42 Skills		Flare Shield 1	P.129
	8	48	Arts & Techniques	Idealess Circle	P.057
	9	53	Soma	Barseim	P.065
	10	59	Skills	Magic Guard 2	P.129
	11	66 Ability Enhancement		SP+7	—
	12	74 Skills		Flare Shield 2	P.129
	13	83	Artes/Techniques	Fairy Circle	P.057
	14	93	Soma	Serenade	P.065
	15	104 Skills		Magic Guard 3	P.129
	16	116	Skills	Flare Shield 3	P.129
	17	168	Ability Enhancement	TP+50	—
	18	221	Soma	Santarm	P.065
	19	275	Skills	Abyss	P.127
	20	330 Ability Boost	Skill+30	厭	—
KAREN (Physical Atk 18 / Magic Atk 1 / Magic Def 1)	1	9	Arts/Techniques	Fire Wheel	P.059
	2	15	Skills	Exceed 1	P.127
	3	22	Soma	Epiothes	P.065
	4	30	Skills	End Repair TP1	P.127
	5	33	Arts & Techniques	Ren Shōjin	P.059
	6	37	Skills	Attach Break	P.127
	7	42	Soma	Jazz	P.065
	8	48	Ability Enhancement	SP+5	—
	9	53	"Skill	Exceed 2	P.127
	10	59	Magic Skill	Houou Tenkū	P.060
	11	66	Soma	Tristes	P.065
	12	74	Skills	End Repair TP2	P.127
	13	83	Magic Skill	Daemon Flame Strike Wars	P.060
	14	93	Arts & Techniques	Koga Bakuenbu	P.060
	15	104	Soma	Kuraneya	P.065
	16	116	Skills	Soma-tize	P.128
	17	168 "Skill		End Repair TP3	P.127
	18	221 Ability Enhancement		SP+6	—
	19	275	Soma	Pilia	P.065
	20	330	Ability Enhancement	Atk +30	—

Gale Kick

This is an excellent technique that not only knock s enemies down but also allows for follow-up attacks . It is easy to incorporate into ground combos, so yo u should learn it early. Generally, you can postpone increasing Guts (stamina/endurance), but for now raise it at least to Lv. 3

Magic Guard 3

This is a skill that reduces damage taken from g uarding against magical attacks by 50%, and it ca n only be learned by Kohaku. The somalink requi red to share the skill is a high ★8, but you should definitely share it with allies who have low magica l defense—such as Shing, Ines, and Kunzite.

End Repair TP1

There is an effect that restores TP at the end of b attle; with "End Repair 3" TP is restored by as much as 15% of the maximum. This can reduce the consu mption of items like "Orange Gummy," making it ve ry helpful for dungeon exploration. Raise Soma Link s with allies and have everyone equip it.

Crimson Flame Soaring Formation

An assault spirit skill that clothes the enemy in fl ames and knocks them into the air. It is the secon d highest in hit count among Kohaku's learned tec hniques. Karen learns it early at Lv. 5 and can use i t through the late game. First use other attacks to break the enemy's g

<Spirit Bonus

Spirit Parameters	Total Value	Category	Acquired	Reference
Guan Zhi Conviction	6	Skills	Magic Feint	P.129
Guan Zhi Conviction	9	Skills	Combo Energy	P.128
Guan Zhi Conviction	14	Soma	Tango	P.065
Guan Zhi Conviction	21	Ability Enhancement	SP+7	—
Fighting Spirit	32	Arts & Techniques	Divine Saber	P.058
Fighting Spirit	36	Skills	Quarter Damage	P.127
Conviction Grit	7	Arts & Techniques	Wind Cutter	P.058
Conviction Grit	12	Skills	Spell Lucky	P.128
Conviction Grit	17	Arts & Techniques	Cross Wind	P.058
Conviction Grit	23	Arts & Techniques	Ice Thrust	P.058
Conviction Grit	29	Skills	Risk Defense	P.129
Conviction Grit	41	Ability Enhancement	SP+4	—
Guts Endurance	5	Ability Enhancement	SP+4	—
Grit Endurance	14	Skills	Invalid Magic	P.127
Guts Endurance	19	Skills	Risk Resist	P.129
Guts Endurance	24	Soma	Courage	P.065
Guts Endurance	34	Skills	Chase Act	P.129
Guts Endurance	37	Ability Enhancement	TP+30	—
Endurance, Grace	8	Ability Enhancement	Magic Attack +10	—
Endurance, Grace	17	Arts & Techniques	Ice Magic	P.057
Endurance, Grace	25	Skills	Risk Magic	P.129
Endurance, Grace	29	Ability Enhancement	SP+8	—
Endurance, Grace	30	Soma	Agrad	P.065
Endurance, Grace	35	Ability Enhancement	移動+30	—
Poor Fighting Spirit	6	Arts & Techniques	無神	P.059
Poor Determination	16	Ability Enhancement	SP+6	—
Poor Will 闘志	26	Arts & Techniques	Guren Anrin	P.059
Karen 闘志	34	Ability Enhancement	ATK +20	—
Poor Fighting Spirit	40	Skills	Half Damage	P.129
Karen Fighting Spirit	42	Soma	Elex	P.065

Divine Saber

A powerful light-attribute mind magic. The learning requirement is quite strict—the combined total of Will and Conviction must be 32—but its power is indisputable. It also excels in hit count and becomes a mainstay in battles focused on magical attacks. It is effective against enemies with high fire resistance that are hard

Agrad

Damage dealt by psychical arts increases by 20%, making it possible to achieve a significant damage boost in battles that rely mainly on magic attacks, such as "Ignite Prison". Also, since the increase to physical attack is considerable, this is effective when fighting using psychic techn

Soma Gallery

Soma Data

Acquisition Conditions	Name	Attributes	HP	TP	PhysicalAtk	MagicAtk	PhysicalDef	MagicDef	Luck	TC	Special Effect
Initial	Elrond	—	0	0	90	115	0	0	0	2	—
Available Lv.4	Epiothes	—	0	0	138	164	0	0	0	3	—
Fighting Spirit Lv.6	Pistis	—	0	0	216	96	0	0	0	4	CL value is multiplied by 1.25
Faith Lv.7	Lorie	—	0	0	120	240	0	0	0	3	—
Guts Lv.6	Alder	Earth	160	0	160	144	20	0	0	5	—
Endurance Lv.5	Olive		0	40	144	192	0	20	1	4	Recover 10% TP when defeating an enemy
Pitiable Lv.7	Jazz	—	0	0	176	211	0	15	0	5	—
Sum of Fighting Spirit + Conviction Lv	Tango	—	0	30	200	163	10	0	0	4	—
	Tiiyoru	—	0	0	451	203	0	0	0	5	—
.14 Fighting Spirit Lv.16 Conviction Lv.11		—	0	0	251	506	0	0	0	4	—
Guts Lv.10	Vallus	—	240	0	334	304	30	0	0	6	
Endurance Lv.9	Barseim	Wind	0	60	301	405	0	30	0	6	Movement speed during battle is increased by 1.1×
Pitiable Lv.11	Tristes		0	0	367	446	0	23	1	5	When you defeat an enemy, TC is fully restored
Guts + Endurance total Lv.24	Courage	Fire	0	90	214	486	0	0	0	5	—
Will Lv.14 F	Menis		0	0	638	253	0	0	0	6	—
aith Lv.15 Guts Lv.13 Endurance Lv.14 Ch	Tilia		0	0	423	760	0	0	1	5	Skill TP consumption is reduced by 30%
arm Lv.15 End	Meria	—	320	0	510	443	40	0	0	7	Normal attacks have a 5% chance to reduce the enemy's magic defen Reduce (it) by 30% for a certain period
urance + Charm total Lv.30	Serenade	—	0	80	423	633	0	40	0	6	—
	Clarneia	—	0	0	561	696	0	30	1	7	—
Fighting Spirit Lv.18 Faith Lv	Agrad	—	0	40	612	633	0	0	0	6	Attack Thought Technique damage increases by 20%
.18 Guts Lv.17	Vale	—	0	0	890	350	0	0	0	7	—
Endurance Lv .18 Charm Lv.	Transis	—	0	0	591	1049	0	0	0	6	—
19	Schranz	Light	400	0	712	612	50	0	0	8	—
	Santalum		0	100	650	874	0	50	1	7	Recovers TP equal to 1% of the damage dealt to enemies
	Biliar	—	0	0	783	961	0	38	0	8	—
Pitiable + Fighting Spirit Total Lv.42	Elex	—	0	50	819	830	0	0	0	7	Normal attacks have a 5% chance to reduce the enemy's attack by 30% for a certain period
Defeat the Shadow Brillantia	Brillantia	—	0	0	0	0	0	0	0	5	Physical and magical attack grow according to the number of enemie
120 "Righteous Thief Fried" Treasure of	Seafood! Niju-Bone	Water	0	100	600	600	0	0	3	12	—

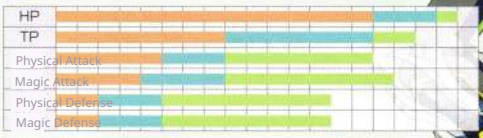
Enemy

ヒスイ HISUI

Level-based Basic Status Data

LV	1	20	30	40	50	100	150	200
HP	650	1588	2112	2636	3160	5780	6600	7420
TP	60	103	131	159	187	327	367	407
Physical Attack	54	96	120	144	168	289	370	451
Physical Attack 46	80	100	120	141	242	303	364	
Physical Defense	14	34	47	60	73	138	163	188
Magic Defense	26	49	63	78	92	164	196	228

Growth Trend



Basic Ability A well-balanced capability across offense and defense

Hisui does not have any particularly outstanding parameters, but through growth from Soma Build and equipment performance her parameters become well balanced over time, and any notable weaknesses disappear, which is her strength. Her physical and magical defenses are not high, but thanks to a plentiful HP pool and the characteristic of being able to attack from a distance, she also has the advantage of being less likely to become incapacitated in battle.

Her Break attack also has a long range, allowing her to target Chase Links on enemies positioned far away.

<Normal Attack List

Mid-level Attack 1

Mid-level attack 2

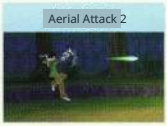
Upper-level Attack 1

High-level attack 2

Low-level attack 1

Lower-level attack 2

Air attack 1


Aerial Attack 2

Freerun Attack

Break Attack 1

Break Attack 2

Air break attack 1

Air Break Attack 2

Guard Counter

Air Guard Counter

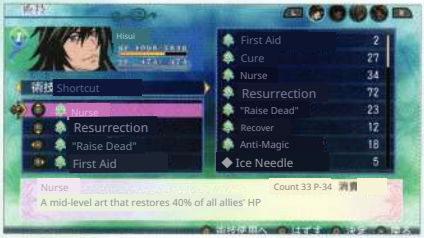
Attack Name	Power	Steel body	CL Value	Stun	Critical
Normal attacks (high-level attack, mid-level attack, lower-level attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break attacks, air break attacks (knockback, juggle)	130	5	5	4	110
Guard counter, air guard counter	200	15	20	20	150
Cross Chase	230	0	0	0	170

Arts & Techn

Learned psychic arts ideal for a healer role

Notably, she learns psychic arts such as "Nurse" that can restore the HP of the entire party. With Hisui present, healing becomes significantly easier, allowing other allies to focus more on attacking. She can also learn psychic arts that recover from incapacitation or status ailments, making her ideal as a healer.

In addition, she can learn moves with a high hit count and offensive psychic arts, leaving no weaknesses on the attack front. You can also choose to leave healing to other allies and have her fight as an attacker.



In battles against powerful enemies, multiple allies often take damage at once. That is precisely when Hisui is needed.

Like normal attacks, a major characteristic is the long range of this skill. Thanks to that, opportunities to take damage are fewer than for other allies.

術技リスト

思念術 First Aid	Casting time 2.03 seconds	Element –
習得 Condition Initial	TP Consumption 6	Number of Hits –
Power –	Additional Effect	
Bronze Body	CL value –	
Kiyan –	Critical –	

Restores 30% of a single ally's HP. It is a valuable early-game healing method, so make active use of it.

Psychic Art: Cure	Casting time 3.53 seconds (airborne)	Element –
Acquisition requirement: Endurance Lv.9	TP Consumption 31	Number of Hits –
Power –	Additional Effect	
Bronze Body	CL値 –	
Stun –	Critical –	

Heals a single ally's HP by 70%. Depending on the situation, it is good to use this in combination with other healing arts

Psychic Art | Nurse	詠唱 3.7 seconds Air	Element –
Acquisition Requirement: Endurance Lv. 5	TP Consumption 38	Number of Hits –
Power –	Additional Effect	
Copper Body	CL値 –	
Kiyan –	Critical –	

Heals all allies' HP by 40%. A valuable healing method usable only by Hisui.

Psychic Art Resurrection	Cast Time: 4.53 seconds Air	Element –
Acquisition Requirement 習得Lv.13	TP Consumption 80	Number of Hits –
Power –	Additional Effect	
Bronze Body	CL Value –	
Stun –	Critical –	

Heals all allies' HP by 80%. An enhanced version of "Nurse," which only Hisui can learn.

Psychic Art Raise Dead	Chanting 3.36 seconds Air	Element –
Acquisition Requirement: Endurance Lv. 10	TP Consumption 26	Number of Hits –
Power –	Additional Effect	
Bronze Body –	CL value –	
Stun –	Critical –	

Revives a single ally from being incapacitated. Revives with more HP than a "Life Bottle".

Sorcery: Recover	Casting time 1.63 sec (Air)	Element –
習得 Condition Endurance + Bravery total Lv.11	TP Consumption 14	Number of Hits –
Power –	Additional Effect	
Steel body –	CL値 –	
Stun –	Critical –	

Cures detrimental status effects on a single ally. Effects such as petrification and paralysis can be cured with this spell.

Anti-Magic

思念術 | Casting time 3.1 sec | Air | — | Element —

Acquisition Conditions	Bravery total Lv.19	TP Cost	20	Number of Hits	—
Power	—	Additional Effect			
Copper Body		CL value	—		
Stun	—	Critical	—		

Recovers status ailments and adverse condition changes for a single ally. If their stats are lowered, recover them with this

Ice Needle

思念術 | Casting 1.46 seconds | Air | — | Attribute Water

Acquisition Requirement	Grit Lv.6	TP Consumption	7	Number of Hits	3
Power	147(49×3)	Additional Effect			
Bronze Body	9(3×3)	CL Value	9(3×3)		
Spirit	21(7×3)	Critical	300(100×3)		

Summons icicles from the air. The interval between falling icicles is long, so only 1–2 may hit.

Spread

思念術 | Casting 2.3 sec Airborne | — | Attribute: Water

Acquisition Requirement	6	TP Consumption	20	Number of Hits	5
Power	368(49×2+90×3)	Additional effect: Launch			
Bronze Body	20(4×2+4×3)	CL value	20(4×2+4×3)		
Stun	39(9×2+7×3)	Critical	360(30×2+100×3)		

Shoots a column of water up from the ground. Its attack range is wider than it looks, and it easily hits moving enemies.

In-Place End

思念術 | Casting 3.63 sec Airborne | — | Attribute: Water

Condition	Total Belief Lv.30	TP Cost	36	Number of Hits	4
Power	650(80+120+150+300)	Additional Effect: Launch			
Steel body	31(5+7+9+10)	CL Value	31(5+7+9+10)		
Stun	50(9+11+14+16)	Critical	460(50+70+90+250)		

Generates a massive block of ice from the ground. Its attack range is narrower than it appears, so aim for stationary enemies.

Wind Cutter

思念術 | 詠唱 1.4 sec | Air | — | Attribute: Wind

Acquisition Requirement		TP Consumption	8	Number of Hits	2
Power	190(95×2)	Additional Effect			
Steel body	8(4×2)	CL Value	8(4×2)		
Stun	20(10×2)	Critical	240(120×2)		

Fires two wind blades. Among basic offensive spells, it has the shortest casting time, making it easy to interrupt enemy a

Cross Wind

思念術 | Casting 2.46 sec Mid-air | — | Attribute: Wind

Condition	Faith Lv.4	TP Cost	21	Number of Hits	5
Power	400 (80×4+80)	Additional Effect: Launch			
Solid	16 (3×4+4)	CL	16 (3×4+4)		
Stun	37 (7×4+9)	Critical	350 (70×4+70)		

Generates four wind blades around the enemy and slices them all at once. Can attack multiple enemies within the area si

Air Thrust

Psychic Art | Casting 3.86 sec Airborne | — | Element Wind

Acquisition Requirements		TP Consumption	38	Number of Hits	8
Power	720(90×8)	Additional Effect			
Bronze Body	24(3×8)	CL値	24(3×8)		
Kiyan	48(6×8)	Critical	376(47×8)		

Creates a wind barrier and attacks enemies. The range is somewhat narrow, but it has the advantage of a high stun value

Psychic Art Cyclone

Casting 4.63 seconds | Air | — | Element Wind

Requirement: Faith Lv.13		TP Consumption	65	Number of Hits	15
Power	1050(70×15)	Additional effect: Launch			
Bronze Body	90(2×15)	CL value (30(2×15))			
Stun	75(5×15)	Critical	450 (30×15)		

Creates a tornado and slices enemies. Launches enemies into the air, so it can also be used to support aerial combos.

Shinuzume

Skill | [←+▶+○] Aerial | ○ | Element —

Acquisition Requirement: Initial		TP Consumption	4	Number of	3
Power	120(40×3)	Additional effect: Launch			
Steel body	12(4×3)	CL value 12 (4×3)			
Stun 12 (4×3)		Critical 120 (40×3)			

Rapidly fires three arrows from bottom to top. The first shot may not hit enemies that are airborne.

Ressō-keri

Special Te | Rensōshuku | [↓+▶+○] Aerial | — | Element —

Acquisition Conditions	Spirit Lv.1	TP Consumption	5	Hits	1
Power	150	Additional effects: Knockback, Attach Break			
Bronze Body 13		CL value 13			
Stun 11		Critical 100			

Kicks the enemy with brute force, sending them flying. It is believed to be the technique that inspired Kohaku's "Crushing

Special Te 75 HP Wild Hawk [1] A ○ Element –

Acquisition Requirement	Requirement Lv.4	TP Consumption 7	Number of Hits 1
Power	190	Additional Effect	Mouth Break
Bronze Body 15		CL value	15
Stun 13		Yuan Toddler 100	

Shoots an arrow concentrated with will. The arrow pierces enemies, making it effective when fired at clustered foes.

Special Te Sekirei Jinkaku-gou [➡⬇↘◉] Air – Element –

Acquisition Requirement	Equipment Spirit Lv.7	TP Consumption 12	Number of Hits 4
Power	220(70+50×3)	Additional Effect: Launch	
Bronze Body	19(7+4×3)	CL Value	19(7+4×3)
Ki Phase | 19 (7+4×3)		On Young 110 (50+20×3)	

After kicking the enemy into the air, follow up with arrows. Even if the initial kick misses, the follow-up arrows will still b

Special Te Spear Gull [➡⬅➡◉] Air ○ Element –

Acquisition Requirement	Requirement 12	TP Consumption 20	Number of Hits 6
Power	270 (45×6)	Additional Effect	
Bronze Body	18 (3×6)	CL value	18(3×6)
Kiyan	18 (3×6)	クリティカル	120(20×6)

High-speed six rapid shots. One very fast strike, distancing from the enemy... (original contains unclear/garbled text)

Special Te Ameburungaku [⬅⬇↙◉] Air – Element –

Acquisition Conditions	Conditions Lv.14	TP Consumption 26	Number of Hits 6
Power	360(60×6)	Additional Effect	
Kan-tai	24(4×6)	CL value	24(4×6)
Kiai	24(4×6)	507 ィカル	120(20×6)

Rain arrows down from the air. There is a short delay before the arrows fall, so target enemies who are being held in pla

Psychic Ar Mitarechidori 乱十烏 [110] Aerial ○ Element 風

Acquisition requirement: Courage Lv.2		TP Consumption 4	Number of Hits 4
Power	140(35×4)	Additional effect	Launch
Body close	12(3×4)	CL value	12(3×4)
Ki brilliance	12(3×4)	OU ティカル	140(35×4)

Fires four arrows upward from below. Be careful, as it is hard for this attack to hit small enemies on the ground.

Psychic Arts Shokkuji Soaring Peacock [⬇⬇⊗] 空中 – Element Wind

Acquisition Requirement		TP Consumption 7	Number of Hits 6
Power	180(30×6)	Additional effect: Launch	
Body close	18(3×6)	CLE	18(3x6)
Ki robe	18(3×6)	Liezi Strength 150(25×6)	

Creates a tornado around the user. It can cover the area behind as well and is a useful technique that also serves as a sta

Psychic Ar Tsumuji Glass Whirlwind Crow [⬅⬇↙⊗] 空中 ○ Attribute: Wind

Acquisition Requirement		TP Cost 9	Number of Hits 5
Power	210(42×5)	Additional effect	
Bronze Body	15(3×5)	CL value	15(3×5)
Stun	15(3×5)	SUF ィカル	125(25×5)

Shoots an arrow diagonally downward from the air, creating a tornado at the impact point. The range is the same when

Psychic Ar Storm Crossbill 1041114] Air 0 Element 風

Acquisition requirement: Valor Lv.7		TP Consumption 12	Number of Hits 8
Power	240 (30×8)	Additional Effect	
Bronze Body	16 (2×8)	CL value 16 (2×8)	
Stun	16 (2×8)	OU ティカル	120 (15×8)

Shoots a wind arrow that slices enemies on contact. It easily pins enemies in place, allowing for an immediate follow-up a

Psychic Ar Tobihisame Tobi Hyouu [⬈] Aerial – Attribute: Wind

Learning Requirement: Guts Lv.9		TP Consumption 17	Number of Hits 8
Power	256(32×8)	Additional Effect	
Bronze Body	32(4×8)	CL値	32(4×8)
杰 絶	32(4×8)	クリティカル	120(15×8)

Fires multiple arrows simultaneously in a parabolic arc. Because they won't hit when too close together, aim for distant

Psychic Technique "Mai Uzura" [10] Aerial – Element 風

Learning Requirement: Total of Guts + Determination Lv.26		TP Consumption 21	Hit Count 1
Power	290	Additional Effect: Attach Break	
Bronze Body	18	CL Value: 18	
Kiyan	18	Child: 130	

Arrows fired into the ground rapidly rise up targeting enemies. Note that there is no attack detection until they hit the gr

Hisui

Kazefukiuranu (Kazefukiuchi)
Fuuraku (Fūraku) [↓↙←↙↓↘→⊗] Air — Element: Wind

Acquisition Requirement		TP Consumption 22	Number of Hits 3
Power	240 (80×3)	Additional Effect	
Bronze body 18 (6×3)		CL値	18 (6×3)
Stun 18 (6×3)		Critical	120 (40×3)

Fires a massive gust of wind in a parabolic arc. If you don't aim from a distance, it tends to pass over the enemy's head.

Psychic Arts: Risara
Scattered Heron [↓↘→↘↓↙←⊗] Air — Attribute: Wind

Acquisition Requirement		TP Consumption 24	Number of Hits 10
Power	320 (32×10)	Additional Effect	
Steel body 40 (4×10)		CL値	40 (4×10)
Stun 30 (3×10)		Critical	150 (15×10)

Shoots arrows into the air, raining arrows down on distant positions. Aim at faraway enemies and try to hit them skillfully

Psychic Arts: Tsubaki
Red-crowned Tsubaki [110] Aerial — Element: Wind

Acquisition Requirement: Tenacity Lv.15		TP Cost 27	Hits 2
Power	360 (180×2)	Additional effects: Launch, Attach Break	
Bronze Body	30 (15×2)	CL Value 30 (15x2)	
KO 24 (12×2)		Critical 136 (68×2)	

"Fires a condensed arrow. When it hits, it launches the enemy, making it easier to escape eve

Psychic Arts: Kamui Dori
Sharpshooter [→]↘Aerial — Element: Wind

Acquisition Requirement		TP Cost 28	Hits 1
Power	400	Additional Effects: Knockback, Attach Break	
Tough Body 35		CL Value 35	
KO 30		Critical 150	

Shoots a powerful arrow into the air. Can be used to finish a combo, and if used at point-blank range it can also hit groun

Hisōsen: Tsuinuwashi Fugai Kaze
Jūgōwashi Bangfū Casting Time — Air — Attribute: Wind

Acquisition Conditions: Cathedral (p.207) onwards		TP Consumption —	Number of Hits 13
Power	2500 (175x12+400)	Additional Effect	
Copper Body		CL Value	—
Stun	—	Critical	1300 (100×13)

Maximizes psychic power to unleash a gale that rends enemies. Also take note of the pure white wings that appear on the

Sekirei: Fuuin
Combined Mystic Arte: Ouka Sekirei · Kosei "Eizo" — Airborne — Element: Wind

Acquisition requirements: "Combined Secret Art"		TP Consumption —	Number of Hits 23
Power	4000 (84×10+130×6+340×7)	Additional Effect	
Solid	—	CL値	—
Stun	—	Critical	2300 (100×23)

The combined secret ultimate technique of Kohaku and Hisui. With his sister's support, the big brother stylishly delivers t

TOPICS Incantation Collection ~ Hisui & Beryl Edition ~ NEXT P.090

Hisui

First Aid — Don't get worn out, okay?	
Cure	We can still keep going, right?
Nurse	The real fight starts now!
Resurrection	Breath of life dwelling in all things, heal everything!
Raise Dead	It's still too early to sleep!
Recover	Be purified—wipe away the defilement!
Anti-Magic	Don't give up now!
Ice Needle	Pierce through and Ice Thought!
Spread	Scatter it, Water Thought!
In-Place End	Embraced by the Ice Princess, freeze to death!
Wind Cutter	Roar, Wind Thought!
Cross Wind	Storm of Anger Thought, I'll unleash it!
Air Thrust	Roaring Gale — Slash the enemies before you to pieces!
Cyclone	Whirl, tornado! Strike with fury and pummel everything!

Beryl

Sharpness	Give it a smashing blow!
Barrier	Nam nam... May it not hit!
Astyone	Stand tall, stand tall~!
Resist	Shintou Mekkyaku—!
Ice Needle	Frozen Resolve, Kacchin!

ベリル

Spread	Water Thought splash~!
In-Place End	Ooh~♪ The world's frozen by an icy smile!
Maelstrom	Drown in a sea of tears~!
Stone Blast	Earth Thought Dodon~!
Massive Rock	Zussheen, Earth Thought, here I go!
Rock Break	A maiden's pure heart can move even rocks!
Ground Dasher	Boom! With a prayer of love, even the earth boils!
Lightning	Thunder Thought Biri-biri~!
Spark Web	Rumble, boom—patchi bachi~!
Thunder Blade	The rage of a maiden that shakes heaven and earth!
Indig Nation	There is a place where the heavenly light gathers... Um... gooo!!
Shadow Edge	Feelings swirl~!
Negative Gate	The silence of a woman scarier than darkness!
Demon's Lance	A demon's whisper that pierces the chest!
Pico Hammer	A maiden's whim!
Pico Pico Hammer	Weather Patterns and Love Patterns!
Meteos Swarm	The maiden's wish racing through the cosmos, Fly to the one you love~!

Attack in between heals

Hisui is suited to a fighting style that makes use of her long range to attack enemies from a safe position while also handling ally healing. Pay attention to allies' conditions and her own remaining TP, and use healing spirit magic immediately when necessary. 3.1 Hir

If there is a chance, using the "Cyclone," which can attack a wide area, is also an option.

Make sure to be able to do so. Basically, stay away from enemies and provide long-range covering fire for allies who approach and fight the enemy, but when there are few enemies and no need for healing, it's also acceptable to go for combos by exchanging normal attacks and techniques.

When an ally's combo is about to be interru

Provide supporti ng fire for Shing t o continue the combo.

Early-game long-range combo

Low attack	Wild Hawk	Downward Attack	Shinuzume

Both regular attacks and techniques can hit from long range, so combos connect even when you are far from the enemy. Time your follow-up with allies' attacks to unleash moves like "Arataka" (Wild Hawk), "Harisu" (Needle Sparrow), and "Ranchidori" (Chaotic Thousand Birds) — a combo used to interce pt enemies that close in on you. Shou Kujaku (Soaring Peacock)

If you do so, it becomes harder for each other's combos to be interrupted. Note that if an enemy is small, mid-level normal attacks may miss. It's safer to use low-level normal attacks that reliably hit near the feet.

Upper-section attack	Jinsekirin	Red-crowned Tsubaki

In close combat, start a combo with "Soaring Peacock." It knocks the enemy far away, making it easier to reset your stance. After launching them again with "Jinsekirin," immediately follow up with "Toki Tsubaki" or "Divine Archer" for a finish-focused combo that emphasizes hit count.

and continue the combo. Set up "Step Cancel" in advance, and if you perform a front step after "Soaring Peacock," it becomes easier to l and follow-up attacks even if the enemy is pushed back.

Whirlwind Crow	Downward Attack	Spear Gull

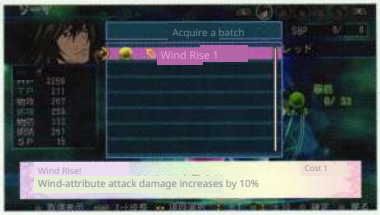
A combo that combines moves with high hit counts. After "Whirlwind Crow," repeat a low attack and "Spear Gull" to rack up hits. Note that depending on distance and enemy size, "Whirlwind Crow" can be hard to connect so if you want a reliable sequence, build the combo without using "Whir

Also, if the enemy is close, you are more likely to be counterattacked by an enraged attack, so engage enemies from a distance.

Video streaming on the web! Combo videos are being distributed on "Tales Channel+". Access from PC or smartphone! http://tales-ch.jp/

The Soma Build: Prioritize learning healing mind arts

Since you want to entrust the healing role to them, prioritize raising Endurance and Bravery so they can learn healing mind arts like "Nurse" and "Raised Dead". Parameters will ultimately have magic attack higher than physical attack. Allocate remaining SBP to Faith to learn offensive mind arts, or to Guts to learn mind techniques. 4000



"Wind Rise" is also recommended. Learn many wind-attribute techniques.

Grow belief to acquire "Speed Spell". It's also good to aim to learn it.

Soma Build

Spir	Level	Required SBP	Category	Acquired	Reference
闘術 (HP2/Physical Attack1)	1	9	Arts & Techniques	Seisou Kick	P.068
	2	15	Skills	Feint Up	P.129
	3	22	Soma	Inbat	P.075
	4	30	Techniques	Aratake	P.069
	5	33	Skills	Critical	P.128
	6	37	Soma	Amruses	P.075
	7	42	Techniques	Swift Wagtail	P.069
	8	48	Ability Enhancement	SP+5	—
	9	53	Skills	Combo Plus 1	P.128
	10	59	Soma	Phoenix	P.075
	11	66	Skills	Time Admove	P.128
	12	74	Arts & Techniques	Spear Charge	P.069
	13	83	Soma	Mistral	P.075
	14	93	Arts/Skill	Rain Lark	P.069
	15	104	Skills	Combo Plus 2	P.128
	16	116	Ability Enhancement	SP+9	—
	17	168	Soma	Belegrino	P.075
	18	221	Skill	Feint Crease	P.129
	19	275	Skills	1 Damage	P.126
	20	330	Ability Enhancement	HP+300	—
Conviction (TP/Atk+1)	1	9	Arts & Techniques	Wind Cutter	P.068
	2	15	Soma	Schwalbe	P.075
	3	22	Skills	Magic Feint	P.129
	4	30	Arts & Techniques	Cross Wind	P.068
	5	33	Skills	Wind Rise 1	P.127
	6	37	Arts/Skill	Spread	P.068
	7	42	Soma	Glaux	P.075
	8	48	Skills	Speed Spell 1	P.128
	9	53	Arts & Techniques	Air Thrust	P.068
	10	59	Skills	Wind Rise 2	P.127
	11	66	Soma	Bagio	P.075
	12	74	Skills	Speed Spell 2	P.128
	13	83	Arts/Techniques	Cyclone	P.068
	14	93	Ability Enhancement	SP+9	—
	15	104	Soma	Aprohols	P.075
	16	116	Skill	Wind Rise 3	P.127
	17	168	Ability Enhancement	Atk +30	—
	18	221	Skill	Energy Flow	P.127
	19	275	Soma	Frezberg	P.075
	20	330	Ability Enhancement	SP +6	—

Amruses

In addition to greatly increasing physical attack, it has the effect of multiplying the attack's CL value by 1.25, making Chase Link markers more likely to occur. Time your attacks for when healing isn't necessary, put enemies into the Chase Link state, and support your allies. At that time, using techniques that already have high CL values will be even more effective.

Cyclone

An advanced wind-elemental arte that generates a tornado around the enemy. It has a wide attack range and many hits. As a significant source of damage psychic arte, use it proactively if allies are keeping enemies pinned down. However, it consumes a large amount of TP, so be careful not to deplete the TP needed for healing psych

Spir	Level	Required SBP	Category	Acquired	Reference
Guts (HP 44 / Physical DEF 1)	1	9	Skills	Repair Share	P.129
	2	15	Soma	Helm	P.075
	3	22	Arts & Techniques	Shou Peacock	P.069
	4	30	Ability Enhancement	SP+3	—
	5	33 Skills		Auto Move	P.127
	6	37	Arts/Techniques	Whirlwind Crow	P.069
	7	42	Soma	Lars	P.075
	8	48	Skills	Sub EX	P.128
	9	53	Skills	"Seal Guard	P.128
	10	59	Skills	Ribea Plus	P.129
	11	66	Soma	Stras	P.075
	12	74 Ability Enhancement		SP+7	—
	13	83 Artes		Fuuraku (Fūraku)	P.070
	14	93	Soma	Kolnix	P.075
	15	104 | Artes/Techniques		Red-crowned Tsubaki	P.070
	16	116	Ability Enhancement	HP+200	—
	17	168	Soma	Alectris	P.075
	18	221	Skills	Attack Rebel	P.127
	19	275 Skill		Good Angry	P.128
	20	330	Ability Enhancement	Physical Defense +30	—
Endurance (TPM / DEF 17)	1	9	Ability Enhancement	SP+3	—
	2	15	Skills	Magic Guard 1	P.129
	3	22	Soma	Fane	P.075
	4	30	Skills	Magic Avoid	P.129
	5	33	Arts/Techniques	Nurse	P.067
	6	37	Soma	Arize	P.075
	7	42	Ability Enhancement	SP+5	—
	8	48	Skills	Wind Shield 1	P.127
	9	53 | Artes & Skills		Cure	P.067
	10	59	Arts/Techniques	"Raise Dead"	P.067
	11	66	Soma	Malphas	P.075
	12	74	Skills	Wind Shield 2	P.127
	13	83	Arts/Techniques	Resurrection	P.067
	14	93	Skills	Risk Resist	P.129
	15	104	Soma	Crane	P.075
	16	116	Skills	Wind Shield 3	P.127
	17	168 Ability Enhancement		TP+30	—
	18	221	Soma	Vishavnir	P.075
	19	275 Skill		Appease	P.127
	20	330 Ability Enhancement		Magic Defense +30	—
Dauntless (Physical ATK 1 / ATK 12 / Magic DEF 1)	1	9	Skills	Exceed 1	P.127
	2	15 | Magic Skill		Ran Chidori	P.069
	3	22	Skills	Hard Shot	P.129
	4	30	Soma	Ortyx	P.075
	5	33	Skills	End Repair HP 1	P.127
	6	37 Skills		Attach Break	P.127
	7	42	Arts/Techniques	爆撃	P.069
	8	48	Soma	Ruskynia	P.075
	9	53	"Skill/Spell	Tobi Hyouu	P.069
	10	59	Soma	Tsuk Vogelle	P.075
	11	66	Skills	End Repair HP2	P.127
	12	74	Ability Enhancement	SP+7	—
	13	83 Artes		破壊	P.070
	14	93	Soma	Austrol	P.075
	15	104	Arts & Techniques	Divine Marksman	P.070
	16	116 Skill		Soma-tize	P.128
	17	168 Skill		End Repair HP3	P.127
	18	221 Ability Enhancement		SP+6	—
	19	275	Soma	Halphas	P.075
	20	330	Ability Enhancement	Physical Attack +30	—

Repair Plus

The HP recovery amount of healing mind arts is increased by 5%. It is no exaggeration to say that Hisui, who can learn mind arts that heal the HP of all allies such as "Nurse," benefits the most from t his effect. If you want her to play an active role as a healer, be sure to

Nurse

Recovers 40% of all allies' HP. It is very useful, so prioritize raising Endurance to Lv.5. If you level up Endurance further, you can learn "Resurrection," w hich recovers 80% of all allies' HP, but in battles ag ainst strong enemies you often take large amounts of HP damage at once, so it's safer to use "Nurse" frequently.

"Raise Dead"

A mind art that revives a single ally from incapa citation. You should learn it in case a revival doesn't arrive in time and an ally falls in battle. Note that using the consumable item "Life Bottle" revives with 30% HP , while "Raise Dead" revives with 50% HP, so use this if possible.

End Repair HP 1

Skill that restores HP after battle. If set, it reduc es the number of times consumable items must b e used to recover HP, making it easier to conserve items. Also, Hissui joins the party early, so it is eas y to raise Soma Link values with allies. Try to have her fight alongside as many allies as possible to sh are skills at an early stage.

Spiria Bonus

Spirit Parameters Total Value	Category	Acquired	Reference
Fighting Spirit 5	Soma	Squall	P.075
Fighting Spirit 9	Skills	Combo Rebear	P.128
Fighting Spirit 11	Ability Enhancement	SP+6	—
Guan Zhi Conviction 21	Skills	Risk Magic	P.129
Guan Zhi Conviction 30	Arts & Techniques	Blace End	P.068
Fighting Spirit / Conviction 36	Skills	Quarter Damage	P.127
Conviction Grit 6	Arts & Techniques	Ice Needle	P.068
Conviction Grit 12	Skills	Spell Lucky	P.128
Conviction Grit 14	Soma	Raum	P.075
Conviction Grit 23	Ability Enhancement	SP+7	—
Conviction Grit 29	Skills	Risk Defense	P.129
Conviction Grit 41	Ability Enhancement	Attack+30	—
Grit Endurance 10	Skills	Combo Energy	P.128
Grit Endurance 14	Skills	Spell Keep	P.128
Grit Endurance 19	Skills	Magic Guard 2	P.129
Grit Endurance 24	Soma	Seemrug	P.075
Grit Endurance 34	Skills	Chase Act	P.129
Grit Endurance 37	Ability Enhancement	SP+9	—
Endurance Courage 6	Ability Enhancement	SP+4	—
Endurance Courage 11	Arts & Techniques	Recover	P.067
Endurance Courage 19	Arts & Techniques	Aqua Magic	P.068
Endurance Courage 27	Soma	Lombard	P.075
Endurance Courage 34	Ability Enhancement	TP+30	—
Endurance Courage 38	Skills	Steel Friend	P.128
Valiant Fighting Spirit 8	Skills	Combo Voltage	P.128
Valiant Determination 14	Skills	Exceed 2	P.127
Valiant Determination 26	Arts & Techniques	Mas Nishiki	P.069
Courage Fighting Spirit 34	Ability Enhancement	SP+8	—
Valiant Determination 40	Skills	Half Damage	P.129
Resolute Fighting Spirit 42	Soma	Blanc	P.075

Spell Keep

After interrupting the casting of a thought magic, if you cast the same thought magic, you can resume casting from the interrupted state only for that same magic. This skill is useful for Hissui, who frequently uses long-cast recovery thought magics such as "Nurse" and "Resurrect

Steel Rend

When a critical hit occurs, you can break an enemy's steel body three times as much as usual. Many enemies later in the game have high steel values, so learning this skill is useful. Hisui can also learn the "Critical" skill, so combining them is more effective. If you max the Soma Link, other allies can share it.

★

Soma Gallery

Soma Data

Acquisition Conditions

Name	Attributes	HP	TP	Physical ATK	Magical ATK	Physical DEF	Magical DEF	Luck	TC	Special Effect
Gale Arc	—	0	0	48	56	0	0	0	2	—
Inbat	—	0	0	115	64	0	0	0	2	—
Schwalbe	—	0	0	69	160	0	0	1	4	There is a 20% chance that TP cost for arts becomes 0
Helm	Water	120	0	97	91	10	0	0	3	—
Fane	—	0	30	76	128	0	10	0		3 When defeating an enemy, TP recovers by 10%
Ortyx	—	0	15	87	141	7	0	0	3	—
Squall	—	50	40	101	90	0	0	0	4	—
Amruses	—	0	0	208	102	0	0	0	3	CL value is multiplied by 1.25
Ghrauks	—	0	0	98	254	0	0	0	5	—
Rarus	Light	240	0	181	145	20	0	0	4	—
Arize	—	0	60	120	233	0	20	1	4	—
Ruskynia	—	0	30	138	213	13	0	0	4	—
Raum	—	0	0	167	183	0	10	0	5	TP consumption of techniques reduced by 10%
Phinix	—	0	0	373	167	0	0	0	4	—
Bagio	—	0	0	247	500	0	0	0	6	—
Stras	—	360	0	313	277	30	0	0	5	Recover 10% HP when defeating an enemy
Marfas	—	0	90	272	417	0	30	0	5	—
Zukfogel	Wind	0	35	283	459	20	0	1	5	Movement speed during battle is increased by 1.1×
Seamrug	—	200	120	328	292	0	0	0	6	—
Mistral	—	0	0	549	246	0	0	0	5	—
Approphorus	—	0	0	364	737	0	0	0	7	—
Cornix	—	480	0	461	408	40	0	0	6	—
Klein	—	0	120	401	614	0	40	1	6	Recovers TP equal to 1% of the damage dealt to enemies
Austrol	Earth	0	46	417	675	26	0	0	6	—
Lombard	—	0	0	505	553	0	20	0	7	Attack Thought Technique damage increases by 20%
Belegrino	—	0	0	814	364	0	0	0	6	—
Frezberg	—	0	0	540	1093	0	0	0	8	—
Alectris	Fire	600	0	651	638	50	0	0	7	Recovers HP equal to 1% of the damage dealt to enemies
Visofnir	—	0	150	594	911	0	50	0	7	—
Halfas	—	0	50	618	865	33	0	1	7	When a normal attack hits, there is a 5% chance to reduce the enemy's magic defense by 30% for a certain duration
Blanc	—	300	100	716	729	0	0	0	8	—
Andrearl Fas	—	0	0	0	0	0	0	0		5 Physical attack and magic attack grow according to the number of enemies defeated
Twin Nyanko	—	0	100	650	550	?	0	3	12	—

Acquisition Conditions

- Initial
- Fighting Spirit Lv.3
- Conviction Lv.2
- Guts Lv.2
- Endurance Lv.3
- Resolve Lv.4
- Fighting Spirit + Conviction Total Lv.5
- Fighting Spirit Lv.6
- Faith/Conviction Lv.7
- Guts Lv.7
- Endurance Lv.6
- Valorous Lv.8
- Belief + Guts total Lv.14 Fighting Spirit Lv.10 Belief Lv.11
- Guts Lv.11 Endurance Lv.11 Daring Lv.10 Guts + Endurance total Lv.24 Fighting Spirit Lv.13 Belief Lv.15
- Guts Lv.14 Endurance Lv.15 Daring Lv.14 Endurance + Daring total Lv.27
- Will Lv.17
- Faith Lv.19
- Grit Lv.17
- Endurance Lv.18
- Resolution Lv.19
- Bravery Battle Spirit Total Lv. 42
- Defeat Shadow (P.348)
- 130 "Cat Paradise"

Seemrug

Mistral

Aprohols

Kolnix

Crane

Austrol

Lombardo

Pellegrino

Frezberg

Alectris

Vishavnir

Halfas

Blanc

Andre Alphas

Twin Nyanko

ベリル BERYL

Level-Based Base Status Data

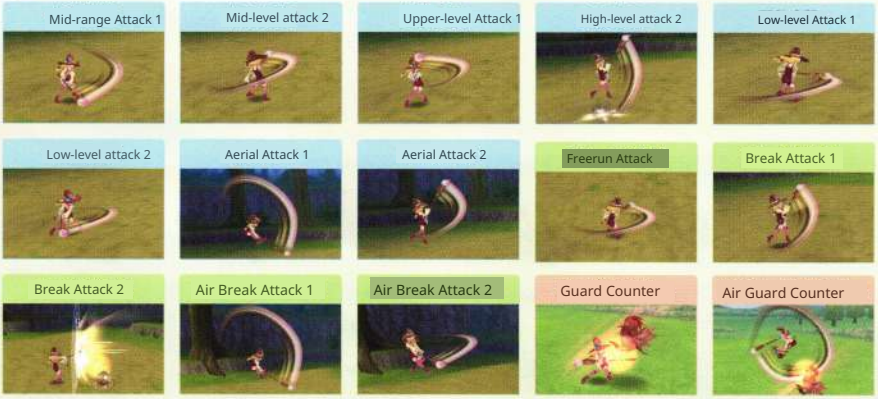
LV	1	20	30	40	50	100	150	200
HP	420	1124	1525	1926	2327	4332	4537	4742
TP	80	134	167	201	234	402	469	537
Physical Attack 攻	24	53	70	87	104	191	237	284
Magic Attack 攻	70	122	152	182	212	361	470	579
Physical Defense	5	22	33	44	55	110	125	140
Magic Defense 35	66	84	103	121	214	266	319	

Growth Tendency

Basic Ability: Overwhelm enemies with powerful telekinesis

Magic offense and magic defense tend to grow easily, an d the equipped Soma and armor also have properties that e nhance them. By using mental arts, this character can dem onstrate exceptional strength. However, physical defense is low and close-range combat is a weakness. In addition to r aising physical defense with mental arts such as "Barrier" or accessories, it is necessary to maneuver in battle so that e nemies do not get close. <Normal Attack List

HP and physical defense are both low, making the m prone to beco ming unable to fi ght. Always keep an eye on remaining H



Attack Name	Power	Copper Body	CL Value	Stun	Critical
Normal attacks (high-level attack, mid-level attack, low-level attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break attacks, aerial break attacks (knockback, juggle)	130	5	5	4	110
Guard counter, aerial guard counter	200	15	20	20	150
Cross Chase	230	0	0	0	170

Arts & Techn The highest number of learned Mind Arts

Many of the mind arts that can be learned cover most a ttributes: Water, Earth, Thunder, and Dark. Because each attribute can be learned up to advanced spells, no one sur passes Beryl in magical offense. Including mind technique s, she effectively covers all attributes and can fight withou t being limited by enemies' elemental resistances.

Additionally, Beryl's secret art has a special featur e: while it is active, pressing a specific button causes it to branch into variants that deal extra damage. If you branch it out to the maximum fourth stage, the damage dealt skyrockets. Check the conditions for u se and which button to press on p.080.

List of Arts

思念術 Sharpness		Casting Time 1.33 sec Aerial	–	Element –
習得 Requirement: Endurance Lv.6		TP Cost 12	Number of Hits –	
Power –		Additional Effect		
Steel body –		CL value –		
Kiyan –		Critical –		

Raises a single ally's physical attack for a certain period. Use it to support physically focused party formations.

思念術 Barrier		詠唱 Stage 2 2.06 sec Aerial	–	Element –
Learn Requirement: Endurance Lv.1		TP Cost 12	Number of Hits –	
Power –		Additional Effect		
Bronze Body –		CL value –		
Stun –		Critical –		

Raises a single ally's physical defense for a certain period. It helps compensate for Beryl's own weakness of low physical

Mind Art: Astion		詠唱 3.13 sec Air	–	Element –
Learning Requirement: Endurance Lv.12		TP Consumption 12	Number of Hits –	
Power –		Additional Effect		
Steel body –		CL value –		
Stun –		Critical –		

Raises the magic attack of a single ally for a certain duration. First use it on Beryl herself and leverage her strengths in b

Psychic Art - Resist		Casting 1.7 sec Air	–	Element –
Acquisition Requirement: Endurance Lv. 10		TP Consumption 12	Number of Hits –	
Power –		Additional Effect		
Bronze Body		CL value –		
Mental –		Critical –		

Raises the magic defense of a single ally for a certain duration. Use it actively when facing enemies that rely primarily or

Psychic Art - Ice Needle		Casting 1.46 sec Air	–	Element Water
Acquisition requirements: Elemental Lv.7		TP Consumption 7	Number of Hits 3	
Power	147(49×3)	Additional Effect		
Bronze Body	9 (3×3)	CL值	9(3×3)	
Stun	21 (7×3)	Critical 300 (100×3)		

Summons icicles from the air. To hit all the icicles, aim for enemies that are as stationary as possible.

Psychic Art: Spread		Casting Time 2.3 sec Airborne	–	Element Water
Acquisition requirements: Endurance Lv.6		TP Cost 20	Number of Hits 5	
Power	368(49×2+90×3)	Additional Effect: Launch		
Adjust Body	20(4×2+4×3)	CL Value	20(4×2+4×3)	
Stun	39(9×2+7×3)	Critical 360 (30×2+100×3)		

Erupts pillars of water from the ground. It can launch enemies into the air, making it a useful art for keeping them held

Psychic Art | In Place End		Casting 3.63 sec Airborne	–	Attribute: Water
Acquisition requirements: Endurance Lv.12		TP Consumption 36	Number of Hits 4	
Power	650(80+120+150+300)	Additional effect: Launch		
Copper Body	31(5+7+9+10)	CL值	31 (5+7+9+10)	
Stun	50(9+11+14+16)	Critical 460 (50+70+90+250)		

Generates a massive block of ice from the ground. If the first hit connects, it will continue to hit consecutively until the e

Psychic Art | Maelstrom		詠唱 4.63 seconds Aerial	–	Attribute: Water
Acquisition requirement: Total level of Willpower + Indirect Cast Mind Lv. 32		TP Cost 62	Number of Hits 8	
Power	960(120×8)	Additional Effect		
Copper Body	40 (5×8)	CL Value	40 (5×8)	
Stun	72(9×8)	Critical	560(70×8)	

An art that creates a whirlpool on the ground. The attack range is quite large, making it easy to hit multiple enemies at

Psychic Art | Stone Blast | Casting Time 1.46 seconds Air | — | Attribute: Earth

Acquisition Conditions	Initial	TP Consumption 9	Number of Hits 5
Power	180(36×5)	Additional Effect: Launch	
Bronze Body	15(3×5)	CL Value 15(3×5)	
Stun	15(3×5)	Critical 160(32×5)	

Raises multiple rocks from the ground. Can hit not only grounded enemies but also enemies flying in the air.

思念術 | Massive Rock | Casting 2.66 sec Airborne | — | Attribute: Earth

Acquisition Requirement		TP Consumption 19	Number of Hits 1
Power	390	Additional Effect	
Bronze Body	30	CL Value 30	
Stun	34	Critical 180	

Drops a massive boulder to crush the target. Has higher armor-piercing and stun values compared to other mid-level spell

思念術 | Rock Break | Casting 3.63 sec Airborne | — | Attribute: Earth

Acquisition Requirement		TP Cost	Number of Hits 3
Power	700(200+200+300)	40	
Bronze Body	42(14×3)	Additional Effect: Launch	
Stun	42(14×3)	CL Value 42(14×3)	
		Critical 300(100×3)	

Raises a gigantic boulder from the ground. It is an enhanced version of "Stone Blast" that can launch enemies within its ar

Psychic Art | Grand Dasher | Casting Time 4.8 sec Air | — | Attribute: Earth

Acquisition Conditions	Vigor Lv.14	TP Cost 68	Number of Hits 7
Power	1050 (150×7)	Additional Effect	
Steel body	56(8×7)	CL Value 56(8×7)	
Stun	63 (9×7)	Critical 700 (100×7)	

Causes the ground to split and consecutively thrusts up rocks. The casting time is relatively long, but as a result the attack

思念術 | Lightning | Casting 1.46 sec Air | — | Attribute: Thunder

Acquisition Requirement: Initial		TP Consumption 9	Number of Hits 1
Power	150	Additional Effect	
Bronze Body	11	CL value 11	
Stun	18	Critical 180	

Summons lightning from above. The lightning falls quickly, but it may not hit enemies that are moving.

Mind Technique: Spark Web | Chanting 2.33 seconds Airborne | — | Element: Thunder

Acquisition requirements		TP Consumption 20	Number of Hits 5
Power	370(74×5)	Additional Effect	
Bronze Body	20(4×5)	CL値 20(4×5)	
Stun	30(6×5)	Critical 220 (44×5)	

Discharges spherically above the enemy's head. There is a slight delay from activation until the attack is registered.

Mind Technique: Thunder Blade | Chanting 3.7 sec | Air | — | Main Attributes: Thunder

Acquisition requirements		TP Consumption 46	Number of Hits 6
Power	690(190+100×5)	Additional Effect	
Bronze Body	34(8+5×5)	CL値 34(8+5×5)	
Stun	40(15+5×5)	Critical 300(100+40×5)	

Stabs a lightning sword from the sky into a magic circle on the ground. Can attack all enemies within the magic circle's are

Psionic | Indignation | Cast time 7.9 sec Airborne | — | Element: 雷

Acquisition requirements		TP Consumption 99	Number of Hits 4
Power	1300(325×4)	Additional Effect	
Body Conditioning	72(18×4)	CL値 72(18×4)	
全地	80(20×4)	Critical 520(130×4)	

Summons powerful lightning repeatedly from the sky. The casting time is very long, but it boasts trem

Psychic Technique | Shadow Edge | Casting 1.46 sec Air | — | Attribute: 闇

Acquisition Requirement: Vigor Lv.2		TP Consumption 8	Number of Hits 1
Power	230	Additional Effects: Pull	
Stamina Adjustment 14		CL 値	
Stun 10		Critical 160	

Summons a black blade behind the enemy and stabs them. It has a pulling effect on enemies, but small enemies are diffic

Psychic Technique Negative Gate | Chanting 2.4 sec Mid-air | — | Attribute: On

Acquisition requirements	Dexterity + Vigor total Lv.14	TP Consumption 21	Number of Hits 12
Power	420(35×12)	Additional Effect	
Body Conditioning	24(2×12)	CL値 24(2×12)	
Stun	24(2×12)	Critical 360 (30×12)	

Summons a dark space to bind enemies. When combined with allies' combos, it is easy to rack up hit counts.

Demon's Lance — Chanting 3.86 sec — Air — Element 闇

Acquisition Conditions	Endurance + Lively Lv.21	TP Consumption	42
Power	760 (200+140×4)	Number of Hits	5
Steel body	40(12+7×4)	Additional Effect	
Ki En	35(11+6x4)	CL値	40(12+7×4)
		Critical	310(110+50×4)

Fires a dark spear from the air toward the ground. Easier to hit when aimed at enemies directly in front at long range.

Technique Pico Hammer — Casting 1.43 sec Airborne — Element —

Acquisition Requirement: Initial		TP Consumption	5
Power	80	Number of Hits	1
Bronze Body	8	Additional Effect	
Stun	15	CL値	8
		Critical	100

Drops a hammer above the enemy's head with a certain chance to stun. Because it is a single hit, it often misses.

Single-ele Pico Pico Hammer — Casting 2.06 sec Airborne — Element —

Acquisition requirements		TP Consumption	15
Power	320(80×4)	Number of Hits	4
Corpse Sea	32(8×4)	Additional Effect	
Stun	60 (15×4)	CL Value	32(8×4)
		Critical	400(100×4)

Enhanced version of the "Pico Hammer." The falling hammer count increases to four, and the chance to stun enemies is

Art: Meteor Swarm — Casting 5.13 sec Airborne — Element —

Acquisition requirements 8		TP Consumption	80
Power	1260 (210×6)	Number of Hits	6
Corpse Sea	48(8×6)	Additional Effect	
Stun	66 (11×6)	CL Value	48(8×6)
		Critical	480(80×6)

Beryl's exclusive art that summons meteors over a wide area from the sky. Being non-elemental, it deals heavy damag

Skill Panic Cream — [⬅➡◉] — Air — Element —

Acquisition Requirement		TP Consumption	4
Power	144 (24×6)	Number of Hits	6
Bronze Body	12 (2×6)	Additional Effect	
Stun	12 (2×6)	CL value	12 (2×6)
		Critical	96 (16×6)

Attacks by splattering paint all over the enemy. It has many hits and can keep enemies immobilized for a long time.

Skill | Ora Ora RUSH — [➡⬅➡◉] — Air — Element —

Requ	Lv.3	TP Consumption	6
Power	165 (55×3)	Number of Hits	3
Steel body	15 (5×3)	Additional Effect	Attach Break
Stun	12 (4x3)	CL Value	15 (5x3)
		Critical	120(40×3)

Pounds the enemy's crown repeatedly. Because it attacks while floating in the air, it is suitable for aerial combos.

Special Te Deeji-Typhoon — [↓]+Aerial — Element —

Acquisition Requirement: Fighting Spirit Lv. 8		TP Consumption	11
Power	210(35×6)	Number of Hits	6
Steel body	18 (3×6)	Additional Effect	
Stun	18(3×6)	CL値	18(3×6)
		Critical	120(20×6)

While spinning the brush, strikes the enemy repeatedly. Although its range is short, it easily racks up hit counts.

Special Te Breed Monster — [↓] Aerial — Element —

習得条件	Vigor + Fighting Spirit total Lv. 14	TP Consumption	4
Power	240 (80+160)	Number of Hits	2
Steel body	18(6+12)	Additional effect	Down, Attach Break
Stun	18(6+12)	CL	18(6+12)
		Critical	120(40+80)

After raising the brush, strike down. If you hit a downed enemy, you can extend the combo further.

Skill: Spinning Ribbon — [⬇↘➡◉] — 空中 — Element —

習得 Condition	闘志Lv.11	TP Consumption	19
Power	270(54×5)	Number of Hits	5
Net Body	20(4×5)	Additional Effect	
Stun	20(4×5)	CL値	20(4×5)
		Critical	100(20×5)

Attacks by drawing a ribbon with the brush. It can be considered an enhanced version of "Panic Cream," with longer ra

Special Move: Flip Brush — [↑]+Aerial — Element —

習得 Cond	闘志Lv.14	TP Consumption	25
Power	340(170×2)	Number of Hits	2
Bronze Body	26(13×2)	Additional Effect	Attach Break
Stun	24(12×2)	CL値	26(13×2)
		Critical	120(60×2)

Performs a brush strike while doing a somersault. Although this is an aerial attack, it is easy to incorporate into ground c

Psychic Art **Glorious Arch** [←]+Aerial ○ Attribute: Light

Acquisition Condition:		TP Consumption 5	Number of Hits 1
Power 160		Additional Effect: Attach Break	
Steel body 17		CL 17	
Technique 16		Critical 90	

A powerful stroke performed by jumping high and bringing the brush down. Use it to follow up on enemies launched into

Psychic Art **Chirechire Sand** [←]+Aerial − Element Earth

Acquisition Requirement: Guts Lv.3		TP Consumption 8	Number of Hits 1
Power 180		Additional Effect: Attach Break	
Bronze Body 18		CL	
Stun 16		Critical 100	

Attacks by whipping up the ground's soil. There is little recovery after the attack, allowing you to move to the next actio

Mind Conta **From Slash to Azu** [↓]+Aerial ○ Attribute: Water

Acquisition Requirement: total Lv.14		TP Consumption 10	Number of Hits 1
Power 200		Additional Effect: Attach Break	
Bronze Body 28		CL Value 28	
Stun 22		Critical 100	

Fires a water blade. It has long range and high armor-shaving value and CL value. Use this repeatedly to support allies.

Psychic Art **Spin Tornado** [↓↙←⊗] Inside − Attribute Wind

Cond	Guts Lv.10	TP Consumption 13	Number of Hits 8
Power 232(29×8)		Additional effect: Launch	
Steel body 16(2×8)		CL Value 16(2×8)	
Stun 16(2×8)		Critical 160(20×8)	

A technique that generates a tornado while rotating to attack the surroundings. It also has a slight launch effect.

Psychic Art **Blazing Ribbon** [↓]+Aerial − Element Fire

Condition Guts Lv.11		TP Consumption 18	Number of Hits 5
Power 250 (50×5)		Additional Effect	
Steel Body: 25 (5×5)		CL 25(5×5)	
気絶 20(4×5)		Critical 100(20×5)	

Attacks by drawing a swirl of flames with a brush. The attack motion and range performance are the same as "Guruguru

Longing Nora **Crash Éclair** [⬇⬇⊗] 空中 ○ Element Thunder

Acquisition Requirement: Guts Lv. 13		TP Consumption 23	Number of Hits 1
Power 300		Additional effect: Attach Break	
Liu Body 28		CL 2	
Faint 22		Critical 120	

Jump and swing down a brush charged with lightning. Can also be used to attack while evading with the jump.

Psychic Art **Le Noir Sphere** [⬇⬆⊗] 空中 − Attribute: Interval

Acquisition Requirement: Tenacity Lv.15		TP Consumption 28	4
Power 420(70×3+210)		Hit Count	
Bronze Body 30(5×3+15)		Additional Effect: Launch Attach Break	
Stun 30(5×3+15)		CL 30 (5×3+15)	
		Critical 125 (20×3+65)	

Attack by rupturing a jet-black sphere. Among Beryl's techniques, this has the highest power, so include it in your combo.

秘奥義 **Crazy Comet** Air ○ Element −

Acquisition Requirement: After Santex Cathedral (P.207)		TP Consumption −	Number of Hits 3
Power 2400 (800×3)		Additional Debuff Effect	
Bronze Body		CL −	
Stun −		Critical 300(100×3)	

With a proud brush, she repaints the surrounding space and drops countless meteors shining like a galaxy onto the enem

秘奥義 **Twinkle Star**

Number of Hits 7 Power 210 (30×7)
Critical 700 (100×7)

Secret Skill: **Mix Master**

Hits: 7 Power: 280 (40×7)
Critical: 700 (100×7)

Secret **Princess of the Mermaid**

14 hits Power 910 (65×14)
Critical 1400 (100×14)

If Beryl and all allies have a Soul Link of ★4 or higher, holding the button while "Crazy Comet" is active will trigger "Twinkle Star. " Furthermore, if the Soul Link is 5 or higher, holding the button while "Twinkle Star" is active will trigger "Mix Master." If the Soul Link is ★6 or higher, holding the button while "Mix Master" is active will allow you to trigger "Princess of Mermaid."

Tenkojinrai Kuuretsushou
Fusion Mystic Arte: Tenko Shinrai Kuuretsushou

Casting Time	–	Air	○
Element			
Conditions	9 Clear "Fusion Secret Technique"	TP Consumption	–
Number of Hits	13		
Power	4000(150+150+200+350×10)	Additional Effect	
Silver body	–	CL値	–
Fainted	–	Critical	1300 (100×13)

Shing and Beryl's combined Mystic Arte. Beryl amplifies the power of Shing's slash to the maximum.

Combined
Sōkō no Warutsu
Sōkō Enbukyoku (Azure-Scarlet Waltz)

Casting Time	–	Air	○
Element	–		
Acquisition Conditions	"Fusion Secret Art"	TP Consumption	–
Number of Hits	20		
Power	4000 (90×9 + 90×9 + 1190 + 1190)	Additional effect	–
Bronze Body		CL値	–
Stun	–	Critical	2000(100×20)

Kohaku and Beryl's combined Mystic Arte. Matching Kohaku's groove of flames, it creates and releases a swirl of water.

Tactics: Attacks from a distance using powerful mental arts

Beryl's greatest weapon is her high magic attack and the ability to use powerful mental arts of four elements. Center her attacks on mental arts to make full use of her innate high magic attack.

However, the more powerful a mental art is, the longer its casting time becomes, and it is often interrupted by being attacked during that time. Use skills like "Spell Keep" and "Speed Spell," and set allies' basic actions to support combat so they can defend her, while keeping as much distance from enemies as possible to secure safety during casting.

When there are many enemies, consider not forcing mental arts and instead support allies with abilities like "Slash Guard" or "Panic Cream."

<A> Combo to hold early-game enemies in place

When enemies get close, stall them with "Panic Cream," "Spin Tornado," "OraOra RUSH," and similar moves to buy time until allies can help. Note that the final "Spin" "Tornado" can be substituted with techniques like "Digi-Typhoon" or "Guruguru Ripon". Alternatively, at the end you can have Brigid Monster use "Unstar" to knock the enemy down.

Late-game combo focused on psychic arts

A damage-focused combo built mainly around psychic arts. If another enemy is targeting you, start the combo with "Brigid Monster" to escape into the air while continuing the combo.

Also good are combos that alternate between "Brigid Monster" and "Crash Eclair", or those that follow "Crash Eclair" with "Noir Sphere".

Videos streaming on the web! Combo videos are available on "Tales Channel+." Access from PC or smartphone! http://tales-ch.jp/

Soma Build Prioritize the growth of magic attack above all

While increasing magic attack, focus on raising Belief and Activit y so they can learn powerful psychic spells. In the process of develo ping Belief, you can also learn useful skills for using psychic arts such as "Spell Keep" and "Speed Spell".

After learning the high-level non-attribute art " Landmine", raise Fighting Spirit and aim to lear n "Maelstrom".

古物
Grow guts to increase defense
If you do so, you can also learn mental techniques

You can postpone defense gr owth. Once you learn "Sharpness", then 忍

Spir Parameter

Spill Level	Required BP	Category	Acquired	Reference
1	9	Arts & Techniques	Panic Cream	P.079
2	15	Soma	Erythros	P.085
3	22	Arts & Techniques	Oro RUSH	P.079
4	30	Skills	Combo Repair	P.128
5	33	Skills	Exceed 1	P.127
6	37	Soma	"Klein	P.085
7	42 Skills		Combo Plus 1	P.128
8	48	"Skill/Spell	Deeji-Typhoon	P.079
9	53	Skills	Exceed 2	P.127
10	59	Soma	Gothic	P.085
11	66	Arts & Techniques	Shining Ribbon	P.079
12	74	Ability Enhancement	SP+7	—
13	83	Skills	Combo Plus 2	P.128
14	93	Arts/Techniques	Flip Brush	P.079
15	104	Soma	"Monet	P.085
16	116	Ability Enhancement	SP+9	—
17	168 Ability Enhancement		Physical Attack +30	—
18	221 Soma		Byzantine	P.085
19	275 Skill		1 Damage	P.126
20	330	Ability Enhancement	HP+300	—
1	9	Skills	Spell Keep	P.128
2	15	Ability Enhancement	SP+3	—
3	22	Soma	Purufa	P.085
4	30	Arts & Techniques	Massive Rock	P.078
5	33 Skills		Speed Spell 1	P.128
6	37	Arts/Techniques	Spread	P.077
7	42	Soma	Fortlier	P.085
8	48	Skills	TP Save 1	P.126
9	53	Arts/Techniques	Rock Break	P.078
10	59	Skills	"Speed Spell 2	P.128
11	66	Soma	Kierureum	P.085
12	74	Arts/Techniques	In-Place End	P.077
13	83	Skills	TP Save 2	P.126
14	93	Arts/Techniques	Grand Dasher	P.078
15	104 Soma		Fraum	P.085
16	116	Ability Enhancement	SP+9	—
17	168 Skill		TP Save 3	P.126
18	221 Skill		Energy Flow	P.127
19	275	[Soma	Galactenos	P.085
20	330 Ability Enhancement		Magic Attack +30	—

Fighting Spirit (HP 2 / Physical Attack 1)

Conviction (TP/ATK+1)

Beryl

Speed Spell 1

A skill that shortens the casting time of psychoki nesis spells. Alongside "Spell Keep," it becomes indi spensable for Beryl. Advanced techniques have a ca sting time of about 5 seconds, so be sure to equip t his to reduce the risk of interruption. Shortening th e casting time increases the chances of completing the cast successfully a

TP Save 1

For Beryl, whose attacks are mainly based on tel epathy, TP is a lifeline. Be sure to equip this "TP Sa ve" type of skill to minimize TP consumption as mu ch as possible. Also, by increasing Soma Link, this s kill can be used by other allies as well.

Spir Level	Required SBP	Category	Acquired	Reference
Guts (HP46/Physical Defense 1)	1	9	"Skill/Spell	Glorious Arch	P.080
	2	15	Soma	Chlorotes	P.085
	3	22	Arts/Techniques	Calcechire Sand	P.080
	4	30	Skill	[Paralyze Guard	P.129
	5	33	Skills	Auto Move	P.127
	6	37	Soma	Wisteria	P.085
	7	42	Ability Enhancement	SP+5	—
	8	48	Skills	Sub EX	P.128
	9	53	Soma	Manierism	P.085
	10	59	Arts/Techniques	Spin Tornado	P.080
	11	66	Arts & Techniques	Blazing Ribbon	P.080
	12	74	Ability Enhancement	SP+7	—
	13	83	"Skill	Crash Éclair	P.080
	14	93	Soma	Rafaelo	P.085
	15	104	"Skill	Le Noir Sphere	P.080
	16	116	Skills	Element Avoid	P.127
	17	168	Soma	Vellcler	P.085
	18	221	Skills	Attack Rebel	P.127
	19	275	Skill	Get Angry	P.128
	20	330	Ability Enhancement	Physical Defense +30	—
Endurance (TPM / DEF 17)	1	9	Arts and Techniques	Barrier	P.077
	2	15	Skills	Magic Guard 1	P.129
	3	22	Soma	Viola	P.085
	4	30	Skills	Magic Avoid	P.129
	5	33	Skills	Light Magic	P.129
	6	37	Arts/Techniques	Sharpness	P.077
	7	42	Soma	Rococo	P.085
	8	48	Ability Enhancement	SP+5	—
	9	53	Skills	Magic Guard 2	P.129
	10	59	Arts/Techniques	Resist	P.077
	11	66	Soma	Cure Nos	P.085
	12	74	Arts & Techniques	Asylon	P.077
	13	83	Skills	Grace	P.128
	14	93	Soma	Vasari	P.085
	15	104	Skills	Erase Magic	P.127
	16	116	Ability Enhancement	術防+15	—
	17	168	Ability Enhancement	SP+6	—
	18	221	Soma	Vermeer	P.085
	19	275	Skills	Abyss	P.127
	20	330	Ability Enhancement	Defense +30	—
Active (TP12/Magic ATK15/Magic DEF1)	1	9	Skills	Fast Item 1	P.129
	2	15	Arts/Techniques	Shadow Edge	P.078
	3	22	Soma	Rinon	P.085
	4	30	Ability Enhancement	SP+3	—
	5	33	Arts/Techniques	Spark Web	P.078
	6	37	Skills	Attach Break	P.127
	7	42	Soma	Helplaot	P.085
	8	48	Skills	Fast Item 2	P.129
	9	53	Arts & Techniques	Pico Pico Hammer	P.079
	10	59	Skill	Gummi Master	P.128
	11	66	Soma	Renaissance	P.085
	12	74	Arts & Techniques	Thunder Blade	P.078
	13	83	Skills	Fast Item 3	P.129
	14	93	Soma	Pablo	P.085
	15	104	Artes/Techniques	Indignation	P.078
	16	116	Skill	Soma-tize	P.128
	17	168	Skills	Unlimited	P.127
	18	221	Arts & Techniques	Nucleos Swarm	P.079
	19	275	Soma	Romanesque	P.085
	20	330	Ability Enhancement	SP+6	—

Paralyze Guard

Has a high chance (50%) to prevent paralysis. The cost is somewhat high at 3, but as Soma Link increases it becomes usable by other allies, making it very useful in areas with enemies that use attacks causing paralysis. 3600000m

Grace

When taking damage during casting, will no longer flinch. A skill exclusive to Beryl. If set, she can activate Psych Summons without having her casting interrupted by enemy attacks. However, with low HP and physical defense, Beryl cannot withstand prolonged enemy attacks, so

Gummi Master

Increases the effect of consumable items with "Gummi" in their name by 1.5×. Beryl, who consumes TP quickly when using Psych Summons, often relies on consumables. Use this skill together with "Fast Item" to make consumable items more effective.

Indignation

Advanced Lightning attribute. Compared with advanced arts of othe it has higher CL value, steel-body reduction value, and stun value, so u as a core of your attacks. However, among spells it has the longest casting time and also consumes the most TP, which is a drawback. Equ "Speed Spell" and "TP Save" sets to compensate for that can be conside essential.

Spiria Bonus

Spirit Parameters	Total Value	Category	Acquired	Reference
Guan Zhi Belief	7	Skills	Combo Energy	P.128
Guan Zhi Conviction	9	Soma	Modern	P.085
Guan Zhi Conviction	16	Ability Enhancement	SP+6	—
Guan Zhi Conviction	21	Skills	Heavy Magic	P.129
Guan Zhi Conviction	32	Arts & Techniques	Maelstrom	P.077
Guan Zhi Conviction	36	Skills	Quarter Damage	P.127
Conviction Grit	7	Arts & Techniques	Ice Needle	P.077
Conviction Grit	12	Skills	Spell Lucky	P.128
Conviction Grit	17	Soma	Realism	P.085
Conviction Grit	23	Ability Enhancement	SP+7	—
Conviction Grit	29	Skills	Risk Defense	P.129
Conviction Grit	41	Skills	Speed Spell 3	P.128
Grit Endurance	9	Ability Enhancement	SP+4	—
Grit Endurance	14	Arts & Techniques	Moon Slash to Azu	P.080
Grit Endurance	20	Skills	Risk Resist	P.129
Grit Endurance	24	Soma	Fontana	P.085
Grit Endurance	34	Skills	Chase Act	P.129
Grit Endurance	37	Skills	Half Damage	P.129
Endurance Lively	4	Skills	Magic Feint	P.129
Endurance Lively	14	Arts & Techniques	Negative Gate	P.078
Endurance Lively	21	Arts & Techniques	Demon's Lance	P.079
Endurance Lively	29	Skills	Chase Energy	P.129
Endurance Lively	30	Soma	Turner	P.085
Endurance Lively	35	Ability Enhancement	SP+9	—
Lively Determination	8	Skills	Combo Voltage	P.128
Lively Determination	14	Techniques	Bryd Monster	P.079
Lively Determination	26	Skills	Risk Magic	P.129
活発 闘志	34	Ability Enhancement	SP+8	—
Lively Fighting Spirit	40	Ability Enhancement	術攻+30	—
Lively Determination	42	Soma	Rembrandt	P.085

Realism

術 Has an effect that increases damage dealt by attacks by 20%. What needs to be raised are Spirit Power, which increases magical attack, and Grit, which raises physical defense—these are the soul parameters required for Beryl. It's also appealing that you can obtain it while leveli

Magic Feint

This is a mental art skill that makes it easier to stun enemies and pairs excellently with Peril. If you also set up "Feint Up," which raises the Soma Link with Hisui and extends stun duration by 50%, you can follow up on stunned enemies with mental attacks.

Chase Energy

A skill that restores 20% TP at the start of a Chase Link. Rather than being primarily used by Beryl, who focuses on thought arts, it shows its true value when equipped to allies who have more opportunities to perform Chase Links. The Soma Link cost to share this skill is high at 7, but the skill is well worth that cost.

<Soma Gallery

<Sophie Data

Acquisition Condition	Name	Attribute	HP	TP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	TC	Special Effect
Initial Tier		—	0	0	34	70	0	0	2	—
Fighting Spirit Lv.2	Erythros	Fire	0	0	90	74	0	0	4	—
Faith Lv.3	Purufa	—	0	0	45	185	0	0	2	—
Guts Lv.2	Chlorotes	—	100	0	60	142	10	0	3	Recover 10% HP when defeating an enemy
Endurance Lv.3	Viola	—	0	25	50	163	0	10	3	—
Lively Lv.3	Rinon	—	0	40	54	148	7	0	3	Recover 10% TP when defeating an enemy
Fighting Spirit + Conviction Total Lv.9	Modern	—	0	20	66	133	0	..	4	—
Fighting Spirit Lv.6	Klein	—	0	0	189	129	0	0	5	CL value is multiplied by 1.25
Conviction Lv.7	Fortlier	—	0	0	122	386	0	0	3	—
Guts Lv.6	Wisteria	—	200	0	149	290	20	0	4	—
Endurance Lv.7	Rococo	—	0	50	134	338	0	20	1	4	—
Liveliness Lv.7	Helplaot	—	0	80	140	322	0	0	0	4	—
Total of Faith + Grit Lv.17	Realism	Light	0	40	155	274	0	..		5 Increases damage of offensive mind arts by 20%
Will Lv.10	Gothic	—	0	0	287	204	0	0	0	6	Recovers TP equal to 1% of the damage dealt to enemies
Faith Lv.11	Kierureum	—	0	0	185	612	0	0	1	4	—
Grit Lv.9	Manierism	—	300	0	226	459	30	0	0	5	—
Endurance Lv.11	Cure Nos	—	0	75	203	536	0	30	0	5	—
Liveliness Lv.11	Renaissance	Wind	0	120	212	510	0	0	0	5	Movement speed during battle is increased by 1.1×
+Enduran ce Total Lv.24	Fontana		0	60	236	434	0	0	0	6	—
Fighting Spirit Lv.15	Mone	—	0	0	409	292	0	0	0	7	When a normal attack hits, there is a 5% chance to reduce the enemy's magic defense by 30% for a certain duration
Faith Lv.15	Fraum	—	0	0	263	877	0	0	0	5	—
Grit Lv.14	Rafaelo	Earth	400	0	321	658	40	0	0	6	Recovers HP equal to 1% of the damage dealt to enemies
Endurance Lv.14	Vasari		0	100	289	768	0	40	0	6	—
Lively Lv.14	Pablo	—	0	160	302	731	0	0	0	6	—
Endurance + Liveliness Total Lv.30	Turner	—	0	80	336	621	0	0	1	7	—
Fighting Spirit Lv.18	Byzantine	—	0	0	588	412	0	0	0	8	Normal attacks have a 5% chance to reduce the enemy's attack by 30% for a certain period
Belief Lv.19	Galactenos	.0		0	378	1236	0	0	0	6	—
Grit Lv.17	Velcrer	Water 500		0	462	927	50	0	0	7	—
Endurance Lv.18	Vermeer	—	0	125	416	1082	0	50	1	7	—
Liveliness Lv.19	Romanesque	—	0	200	435	1030	0	0	0	7	—
Active + Fighting Spirit Total Lv.42	Rembrandt	—	0	100	483	876	0	0	0	8	Attack Thought Technique damage increases by 20%
Defeat the Shadow (P.348) Pluwis Arx		—	0	0	0	0	0	0	0	5 Physical and Magical Attack grow according to the number of enemies defeated
5 Mysterious Poster 2] Gentlemen		—	1000	0	700	200	50	0	3	12	—

Fontana

Mone

Fraum

Rafaelo

Vasari

Pablo

Turner

Byzantine

Galactenos

Vellcler

Vermeer

Romanesque

Remplant

Pluwis Arx

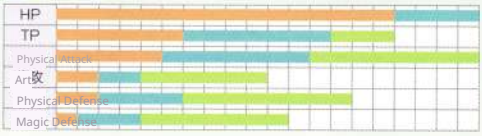
Gentlemen

イネス INNES

Level-Based Base Status Data

LV	1	20	30	40	50	100	150	200
HP	710	1696	2245	2794	3343	6088	6973	7858
TP	52	86	109	132	155	270	285	300
Physical Attack	77	125	153	180	208	346	444	542
Art/Skill Attack	36	51	66	81	97	173	210	246
Physical Defense	25	49	64	80	95	170	206	241
Magic Defense	12	26	36	46	55	104	112	121

Growth Trend



Basic Ability: A power fighter skilled in physical attacks

Among allies, this character ranks number one in HP and physical attack parameters, excelling at close-quarters comb at that leverages innate power and toughness. On the other hand, their magic defense is low and they have almost no lo ng-range magical attacks, so they struggle against enemies t hat attack from a distance. They must always position thems elves to keep enemies within striking range.

The Soma takes th e form of a massiv e blade. It looks lik e it could reach fa r, but its actual ra nge is short.

Normal Attack List

Attack Name	Power	Copper Body	CL Value	Stun	Critical
Normal Attack (High Attack, Mid Attack, Low Attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break attacks, air break attacks (knockback, juggle)	130	5	5	4	110
Guard counter, air guard counter	200	15	20	20	150
Cross Chase	230	0	0	0	170

Arts: A set of techniques specialized for close combat

Ines can only use special techniques and mind arts; she does not learn sorcery. Also, since most of her skills are s pecialized for close combat, close the distance to the ene my when unleashin g them. 4 Hit 496

You can also learn "Voler Present," which steals items from ene mies. Since you can sometimes steal valuable items, it's a good i dea to try it on enemies you encounter for the first time.

The recovery am ount is not large but if you use " Angel Rose" you can also restore HP.

A support-type skill Can grant a fav orable status ch ange to oneself and also strengthen.

List of Arts

Special Skill: Charge Shark [←→●] Air ○ Element —

Acquisition Requirement: Initial		TP Consumption 4	Number of Hits 1
Power	150	Additional Effect	
Corpse Seal	13	CL value 13	
Stun 11		Critical 100	

Step forward toward the enemy and thrust. The recovery time after the attack is small, so it is easy to include in combo

Skill Ankle Press [↓↙←●] Air 0 Element —

Requirement: Total of Patience + Compassion Lv.8		TP Consumption 5	Number of Hits 1
Power 160		Additional Effect Attach Break	
Silver body	14	CL値 14	
Ki Supply 12		Critical 110	

A technique that closes the distance to an enemy and slams the blade down. Consider it an enhanced version of "Charg

Special Skill Mermaid Juno [↓↘→●] Air ○ Element —

Condition Compassion Lv.2		TP Consumption 6	Number of Hits 1
Power	170	Additional effects: Launch, Attach Break	
Bronze Body	14	CL値	
Stun	12	Critical 110	

A diagonal jumping knee strike. Usable in mid-air, making it easy to follow up on launched enemies.

Special Skill | Vore Present [🐾] Aerial — Element —

Learning Requirement: Fighting Spirit Lv.4		TP Consumption 8	Number of Hits 1
Power	50	Additional Effect	
Bronze Body		CL Value —	
Kiyan	—	Critical 70	

When the outstretched hand hits, there is a certain chance to steal an item. Use this against enemies that carry valuable

Special T | Reine High Heel [↓↑] Aerial ○ Attribute —

Condition Lv.5		TP Consumption 9	Hit Count Ground Air 3
Power	Ground: 210 (90+120) Air: 300 (90×2+120)	Additional effects	
Damage	Ground: 18 (6+12) Air: 24 (6×2+12)	CL Value Ground: 18 (6+12) Air: 24 (6×2+12)	
Stun	Ground: 12 (4+8) Air: 16 (4×2+8)	Critical Ground: 120 (40+80) Air: 160 (40×2+80)	

Jump and stomp on the enemy with force. Performing it from above the enemy increases the hit count by 1.

Special Mo Berseshark [→←→●] Air — Element —

Learning Conditions Spirit Lv.6		TP Consumption 12	Number of Hits 3
Power	210 (70×3)	Additional Effect	
Bronze Body	8 (6×3)	CL値	18 (6×3)
Spirit Gauge	8 (6×3)	Critical	120 (40×3)

Assumes a weapon stance and steps forward to deliver three consecutive thrusts. Best used when incorporated into gr

Skill: Angel Rose [↓] Aerial — Element —

Unlock Requirement: Grit Lv.7		TP Consumption 14	Number of Hits —
Power	—	Additional Effect	
Bronze Body		CL Value —	
Stun	—	Critical —	

Recovers 15% of the user's HP. There is no casting time and it can be performed quickly, so it's good to heal frequently.

Skill: Mermaid Glyph [↓↘→↘↓↙←C] Airborne ○ Element —

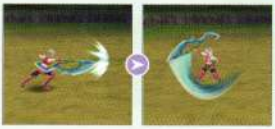
Acquisition Requirement		TP Consumption	17
Power	260 (120+140)	Additional Effect	Knockdown, Attach Break
Stun	19 (9+10)	CL Value	19 (9+10)
Knockback	19 (9+10)	Critical	130 (60+70)

After launching with a knee strike, slam them into the ground. If you attack immediately after the slam, the combo conne

Skill: Orkus Slap [→↘↓↙←→C] Air — Element —

Acquisition Condition	Lv.10	TP Consumption	20
Power	280 (130+150)	Additional Effect	Attach Break
Bronze Body	22 (11×2)	CL Value	22 (11×2)
Stun	20 (8+12)	Critical	120 (50+70)

Strike down from both sides with a massive blade. The attack has a fairly wide range and can hit clustered enemies toget



Special Te Rufryufro [←↙↓↘→←C] Airborne — Element —

Acquisition Conditions	Fighting Spirit + Conviction Lv.22	TP Consumption	21
Power	300 (130+170)	Additional Effect	In
Bronze Body	22 (11×2)	CL Value	22 (11×2)
Stun	20 (10×2)	Critical	100 (40+60)

Thrust forward, hook the enemy with the blade and pull them in. Follow up with other attacks to continue the combo.

Skill | Ankle Snag [+] Aerial — Element —

Condition	Lv.13	TP Consumption	22
Power	310 (140+170)	Additional Effect	Launch, Attach Break
Bronze Body	21 (10+11)	CL Value	21 (10+11)
Stun	21 (10+11)	Critical	150 (70+80)

Hooks the enemy with the hilt and throws them. Since the distance to the enemy becomes slightly greater, follow up with

Special Skill | Twin Tourbillon [↓↙←↙↓↘→C] Airborne — Element —

Acquisition Requirement	Fighting Spirit Lv.13	TP Consumption	24
Power	340 (170×2)	Additional Effect	Attach Break
Bronze Body	28 (14×2)	CL値	28 (14×2)
Stun	24 (12×2)	Critical	120 (50×2)

Advance while delivering two spinning slashes. It closes the distance to the enemy, so it's good to use as a combo connec

Special Te Vortex Bal [] Aerial — Element —

Condition	Lv.14	TP Cost	25
Power	Ground 360 (85+55×5) Air: 360 (45×8)	Additional Effect	Launch
Simplified	Ground: 32 (12+4×5) Air: 32 (4×8)	CL Value	Ground: 32 (12+4×5) Air: 32 (4×8)
Stun	Ground: 32 (12+4×5) Air: 32 (4×8)	Critical	Ground: 160 (60+20×5) Air: 160 (20×8)

Launch the enemy overhead and spin your blades to carve them up. In the air there is no launch, but the number of hits incre

Special Te Orc Devourer [←]Aerial — Element —

Conditions	m of Fighting Spirit + Conviction Lv.32	TP Consumption	29
Power	390 (130×3)	Additional Effect	Attach Break
Bronze body	27 (9×3)	CL	27 (9×3)
Stun	24 (8×3)	Critical	120 (40×3)

Hit Count 3

Unleashes three consecutive powerful slashes. While the hit count isn't high, the damage is substantial, making it useful

Skill: Chance Rouge [←] Aerial — Element —

Acquisition Requirement	Guts Lv.1	TP Consumption	11
Power	—	Additional Effect	
Bronze Body		CL値	—
気絶	—	Critical	—

Physical and magic defense are reduced for a certain duration, and critical hit rate is doubled. Use this when you're in a si

Skill | Mart Rouge [←] Aerial — Element —

Acquisition Requirement	Guts Lv.12	TP Consumption	16
Power	—	Additional Effect	
Bronze Body		CL値	—
Stun	—	Critical	—

Physical and magic defense are reduced for a certain duration, making it easier to inflict stun. While the effect is active, u

Special Move: Lacleurouge [→] Aerial — Element —

Requirement	Constitution Lv.13	TP Consumption	20
Power	—	Additional Effect	
Body Conditioning		CL値	—
Stun	—	Critical	—

Physical and magical defense are lowered for a certain time, and the attack's steel-depletion value increases. Useful from

Special Move | Venus Rouge [←→←●] Air – Element –

Acquisition Requirement	Requirement: Mental Mind + Guts Lv.41	TP Cost	30	Number of Hits	–
Power	–	Additional Effect			
Silver body	–	CL値	–		
Stun	–	Critical	–		

Physical and magical defense are lowered for a certain time, and the target will no longer be staggered. You still take d

Psychic Ar Burst Glass [110] + 空 ○ Element Water

習得	Condition Faith Lv.1	TP Cost	5	Number of Hits	1
Power	160	Additional Effect	Attach Break		
Steel body	12	CL Value	12		
Stun	12	Critical	120		

Performs an icy slashing attack. Can be used in the air, making it easy to incorporate into aerial combos.

Psychic A Balen Press [Medium] 空 ○ Element Water

Acquisition Conditions		TP Consumption	7	Number of Hits	4
Power	170 (80+30×3)	Additional Effects	Knockback, Down, Attach Break		
Bronze Body	5 (6+3×3)	CL 値	(6+3×3)		
Stun	15 (6+3×3)	Critical	90 (30+20×3)		

Strike the blade down and clash with a jet of water. It knocks enemies away, but if you immediately follow up you can co

Mind Technique: Dolphin Pa [←↓↙⊗] 空中 – Attribute: Water

Acquisition Requirement	Requirement: Lv.3	TP Consumption	8	Number of Hits	2
Power	190 (85+105)	Additional effects: Launch, Attach Break			
Bronze Body	18 (8+10)	CL value	18 (8+10)		
Stun	12 (6×2)	Critical	80 (30+50)		

Consecutive strikes of a slam and a launch. Since it creates distance from the enemy, follow up with a closing attack whi

Mind Technique: Bylu Blade [↓↘→] Aerial – Attribute: Water

Acquisition requirements	Requirement: Lv.6	TP Consumption	10	Number of Hits	3
Power | 210 (70×3)		Additional Effect			
Hit count 24 (8×3)		CL value	24 (8×3)		
Stun | 21 (7×3)		Critical	240 (80×3)		

Raise the blade and fire three water projectiles. The water shots travel in an arc, so aim at distant enemies.

Psychic Technique | Icicle Epe [110] 24 ○ Attribute Water

習得	Requirement: Endurance Lv.7	TP Consumption	13	Number of Hits	5
Power	230 (46×5)	Additional Effect			
Bronze Body	25 (5×5)	CL Value	25 (5×5)		
Stun	20 (4×5)	Critical	125 (25×5)		

While jumping in place, fires ice projectiles diagonally downward. A useful technique for attacking distant enemies.

Psychic Technique: Dolphin Silk [↓↑] Aerial – Attribute: Water

習得	Condition Endurance + Compassion combined Lv.15	TP Consumption	16	Number of Hits	4
Power	240 (60×4)	Additional Effect	her		
Steel Body	24 (6×4)	CL値	24 (6×4)		
Unconscious	30 (5×4)	Critical	180 (45×4)		

Create a water plume while jumping high to greatly launch enemies into the air. Ideal as a starting point for aerial comb

Psychic A Mail Tornado [↓↘→↘↓↙←⊗] 空中 – Attribute: Water

習得	Condition Endurance Lv.9	Consumes TP	17	Hit count	7
Power	245 (35×7)	Additional effect: Launch			
Torso	28 (4×7)	CL value	28 (4×7)		
Stun	28 (4×7)		28 (4×7)		
		Critical	140 (20×7)		

Rotate the blade to create a whirlpool of water. Can intercept enemies behind you and can also be used as the start of a combo.

思念技 Grosvarg [→↘↓↙←→⊗] 空中 – Attribute: Water

Acquisition Requirement	Requirement: Lv. 10	Consumes TP	19	Number of Hits	2
Power	250 (100+150)	Additional effect: Knockback			
Bronze Body	20 (8+12)	CL 2	(8+12)		
Stun	20 (8+12)	Critical	100 (40+60)		

Sweep the blade to generate a wave. Useful for repelling enemies and intercepting pursuers.

Mind S | Diaman Ring [→↓↘⊗] 空中 ○ Element Water

Acquisition requirements	Requirement: Lv.11	TP Consumption	21	Number of Hits	5
Power	280 (56×5)	Additional Effect: Launch			
Bronze Body	30 (6×5)	CL 値	30 (6×5)		
不 絶	25 (5×5)	Critical	140 (28×5)		

While jumping backward, generates a ring of ice. Use it when close to an enemy to hit them with the ice ring.

思念技 Glacier Bite	[11] Aerial		–	Attribute: Water
Acquisition Requirement	Endurance Lv.13	TP Cost	23	Number of Hits 4
Power	330 (60 + 90×3)	Additional Effect		
Bronze body	33 (6+9x3)	CL値	33(6+9×3)	
Fainting	33 (6+9x3)	Critical	150 (30+40×3)	

Smashes the blade down, causing an ice pillar to rise from the ground. When the attack hits, the distance to the enemy is s

Psychic Ar Ice Fleur	[↓↙←↙↓↘→⊗] Airborne	○	Element	Water
Acquisition requirements	Relief Lv.14	TP Consumption	25	Number of Hits 1
Power	360	Additional effects: launch, down, attach break		
Bronze Body	34	CL value	34	
Ki Yan	34	Critical	102	

Strikes the blade into the ground and shatters a mass of ice to attack. Can launch enemies, so use it to finish combos.

Psychic Technique: Ocean Bell Reine	[[[↓↘→↓↘→●] Aerial		–	Attribute: Water
Prerequisite: Endurance Lv.15		TP Consumption	27	Number of Hits 7
Power	385(40×6+145)	Additional Effect		
Steel body	34(4×6+10)	CL値	34(4×6+10)	
Spirit Stat	34 (4x6+10)	Critical	140(15×6+50)	

A skill that continuously launches high-speed water blades. It has many hits and can connect combos to enemies at distant

Psychic A | Neige Storm	[↓↘→↓↘→⊗] 空中	○	Attribute: Water
Acquisition Conditions	Endurance Lv.16	TP Cost	30	Number of Hits 7
Power	400(100+50×6)	Additional Effect: Launch		
Bronze Body	30(12+3×6)	CL値	30(12+3×6)	
Kiyan	27(9+3×6)	Critical	150(30+20×6)	

While jumping, perform consecutive slashing attacks. Its performance is excellent as a link for aerial combos.

秘奥義 Neptune Rage	Air	○	Element	Water
習得 Condition	Fantex Cathedral 1207) onward	TP Consumption	–	Number of Hits 8
Power	2504 (313x8)	Additional Effect		
Solid	–	CL値	–	
Stun	–	Critical	800(100×8)	

The giant column of water whipped up by the spinning blade overhead takes the form of twin dragons and pierces the ene

Fusion Mystic Arte: Mistral Finale	Air	○ Attribute	–
習得 Condition	159 "Twin Secret Art" Cleared	TP Consumption	–	Hit Count 2
Power	4000 (1500+2500)	Additional Effect		
Solid	–	CL Value	–	
Kiyan	–	Critical	200(100×2)	

Ines and Galad's Twin Secret Art. They set down their weapons and, with proud fists, punch the enemy far away.

TOPICS Collection of Invocation Lines for Thought Techniques ~Chalcedony & Galad Edition~ [NEXT P.100]

Chalcedony	
Heal	O healing light, gather!
Heartless Circle	O light that illuminates life, come here
Dispel	To the form you ought to be
Anti-Magic	O radiant thought, Dispel his sorrow!
Astyion	Rise, watchtower; with a sharp summit and the mind's eye
Resist	Grant him the power to resist
Lightning	響(: Thunder thought!
Spark Web	Run, swift thunder—judgmental thunder thought!
Thunder Blade	O lightning thought, become my sword and pierce the enemy!
Indig Nation	Where heavenly light fills, I stand. Where the gate of the underworld opens, there you are. Come forth, divine thunder! This is the end!
Photon	Thoughts of Light!
Ray	Pure, clear light of thought, judge the sinful!

Chalcedony / Gara	
Grand Cross	The glittering thoughts dwelling in all things, lead the wicked ones to the heavens!
Divine Saber	O holy will, strike down the enemy who seeks to harm me!
Heel of Earth	May peace be granted from the earth!
Sharpness	Dwell within the blade, grant greater power
Barrier	Stalwart protection
Fireball	Gleaming Flame!
Burn Strike	Flames gathered in the heavens, rain down!
Explode	威 (Take) pure one, turn calamity to ash!
Stone Blast	Whisper, O earth!
Massive Rock	Giant boulder of fury, engulf that one!
Rock Break	Turn your wrath into a spearhead, pierce the obstacles blocking your path

Ines

Tactic: "Charge after buffing with support-type skills"

Ines's close-combat-focused tactics involve simply appro aching enemies and launching attacks. Her special techniq ues generally have short range, so when you want to string together combos, focus on psychic arts. Also, attack Valef

If you are about to be surrounde d, use technique s that have knoc kback or down e ffects.

Sometimes it's effective to use support-type techniques like "Martle Rouge," which increases stun value, or "Lacr e Rouge," which increases steel-body depletion value. P hysical and magic defense will decrease, but if there is a teammate who can heal, they can cover for you.

Support-type special techniques

When using it, want to first str engthen defens e with an ally's psychokinetic skill.

Early-game down-technique combo

Balene Breath	Mid-level attack	Dolphin Vale	Mermaid Jenu

"Balenubres" is a move that knocks enemies down, but if you land a mid-level attack immediately, you can continue the combo. Hitting t he third move, "Dolphin Bale," will increase the distance from the enemy, but a flying knee kick

You can follow up with "Mermaid Junu," which unleashes a flying kne e kick. After "Mermaid Junu," either hit with a normal attack and then u se "Mermaid Junu" again, or finish with "Balenupress."

<Hit count-building aerial combo

Dolphin Silk	Air Attacks	Neige Storm	Icicle Épée

Because this is an aerial combo that attacks after launching the enemy high into the air, it is less susceptible to enemy interruption s. After "Neige Storm," land an aerial attack and then connect back into "Neige Storm."

to build hit count and damage. Also, if you continuously us e "Icicle Épée" until TC runs out, you can increase the hit c ount. Finishing with "Ice Fleur" is also good.

High-damage combo for the late game

Orc Devourer	Vortex Bal	Ocean Belle Reine

A late-game combo that combines top-tier arts and mind skills. It deals high stagger and CL values, making it easy to s tun enemies midway or transition into Chase Link Mode. Che

If you switch to Islink and the enemy is in a state where it won't use rage attacks, after "Ocean Bellerene" you can again follow up from "Orc Divau A" with the same kind of combo.

Videos streaming on the web! Combo videos are available on "Tales Channel+." Access from PC or smartphone! http://tales-ch.jp/

Soma Build Increase attack power and emphasize strengths

To learn techniques and enhance physical attack and other parameters, focus on the growth of Fighting Spirit, Conviction, and Compassion. Techniques can also be learned through the growth of Endurance, so in

Advance them little by little. Note that you can learn many skills related to guard counters, so it can be fun to learn those and actively aim for guard counters.

Allocate points to it as well. If you want to learn support-type skills, Guts

"Counter Strike" is Guard The damage of counterattacks increases.

Spir Parameter

Spill Level Required BP Category				Acquired	Reference
闘志 (HP2/Physical Attack1)	1	9	Skill	Attack Feint	P.127
	2	15	Ability Enhancement	HP+100	—
	3	22	Skills	Combo Voltage	P.128
	4	30	|Arts/Techniques	Vole Present	P.087
	5	33	Skills	Snatch 1	P.128
	6	37	|Arts/Techniques	Berseshark	P.087
	7	42	Soma	Artemis	P.095
	8	48	Skills	Combo Plus 1	P.128
	9	53	Skills	Snatch 2	P.128
	10	59	|Arts/Techniques	Oscus Rap	P.088
	11	66	Soma	Hora	P.095
	12	74	Skills	Combo Plus 2	P.128
	13	83	|Arts/Techniques	Twin Tourbillon P.088	
	14	93	Skills	Snatch 3	P.128
	15	104	Soma	Karkalias	P.095
	16	116 Ability Enhancement		SP+9	—
	17	168 Ability Enhancement		Physical Attack +30	—
	18	221	Skills	1 Damage	P.126
	19	275	Soma	Pasifikusu	P.095
	20	330 Ability Enhancement		SP+6	—
Conviction (TP/ATK+1)	1	9 | Arts/Techniques		Burst Glass	P.089
	2	15	Skills	Combo Energy	P.128
	3	22 | Techniques		Varenne Press	P.089
	4	30 Ability Enhancement		SP+3	—
	5	33	Soma	Zarobus	P.095
	6	37	|Arts/Techniques	Byul Blade	P.089
	7	42	Skills	Aqualize 1	P.126
	8	48	Ability Enhancement	SP+5	—
	9	53	Soma	Kushipierce	P.095
	10	59	|Arts/Techniques	Grosvarg	P.089
	11	66 | Artes/Techniques		Diamond Ring	P.089
	12	74 Skills		Aqualize 2	P.126
	13	83	Soma	Fruve	P.095
	14	93 | Arts and Techniques		Ice Fleur	P.090
	15	104 Skills		| Aquarise 3	P.127
	16	116	|Arts/Techniques	Neige Storm	P.090
	17	168 Ability Enhancement		TP+30	—
	18	221	Soma	Atlantis	P.095
	19	275 Skill		Energy Flow	P.127
	20	330	Ability Enhancement	Magic Attack +30	—

Aqualize 1

A skill that increases water-attribute damage. Ines's psychic techniques are all water-attribute, and if you focus on combos there will be many opportunities to use them. Ines's magical attack is lower compared to physical attack, so be sure to equip this skill to boost her damage. Even if you set "Aqualize 3", the required cost is only 3, making it inexpensive and easy to use.

Fleurve

Physical attack is on the low side, but magical attack boasts the second-highest level after "Atlantis," making it useful when you want to boost the damage of thought-based techniques. It also has an effect that restores TP equal to 1% of the damage dealt, which is advantageous beca

Ice Fleur

High in power, body-armor depletion value, and CL value, and also has a down effect—an excellent thought-based technique. Keep enemies down with this to disrupt their actions. When incorporating it into a combo, follow immediately with a forward-moving attack like "Twin Tourb

	Spir Level	Required SBP	Category	Acquired	Reference
Stamina (HPG / Physical Defense 1)	1	9	Arts & Techniques	Chans Rouge	P.088
	2	15	Skill	Lucky Avoid	P.129
	3	22	Ability Enhancement	SP+3	—
	4	30	Skills	"Stone Guard	P.128
	5	33	Skills	Auto Move	P.127
	6	37	Soma	Rubia	P.095
	7	42	Arts & Techniques	Angel Rose	P.087
	8	48	Skills	Sub EX	P.128
	9	53	Skills	Down 1	P.128
	10	59	Soma	Selene	P.095
	11	66	Skills	Invalid Attack P.127	
	12	74	Arts/Techniques	Maltrouge	P.088
	13	83	Arts/Techniques	La Crellouge	P.088
	14	93	Soma	Carolunus	P.095
	15	104	Ability Enhancement	SP+8	—
	16	116 Skill		Down 2	P.128
	17	168	Soma	Athena	P.095
	18	221	Skill	Attack Rebel	P.127
	19	275	Skill	[Get Angry	P.128
	20	330 Ability Enhancement		Physical Defense +30	—
Endurance (TP/Arts Defense 1)	1	9	Ability Enhancement	TP+10	—
	2	15	Skills	Magic Guard 1	P.129
	3	22	Arts/Techniques	Dolphin Vale	P.089
	4	30	Skills	Aqua Shield 1	P.126
	5	33	Ability Enhancement	SP+5	—
	6	37	Soma	Berusepone	P.095
	7	42	Arts/Techniques	Icicle Épée	P.089
	8	48	Skills	Magic Guard 2	P.129
	9	53	Arts/Techniques	Mael Tornado	P.089
	10	59	Soma	Okeanos	P.095
	11	66	Skills	Aqua Shield 2	P.126
	12	74	Ability Enhancement	SP+7	—
	13	83	Arts & Techniques	Glacier Bite	P.090
	14	93	Soma	[Fulfius	P.095
	15	104	Arts & Techniques	Ocean Perlene P.090	
	16	116 Skill		Aqua Shield 33	P.126
	17	168	Skills	Secure Guard	P.128
	18	221	Soma	Orcinus	P.095
	19	275	Skill	Appease	P.127
	20	330 Ability Enhancement		Magic Defense +30	—
Benevolence (HP 5 / Physical Attack 16 / Physical Defense 1)	1	9	Skills	Exceed 1	P.127
	2	15	Arts	Mermaid Jenu	P.087
	3	22	Skills	Counter Strike P.127	
	4	30	Soma	Hestia	P.095
	5	33	Arts/Techniques	Reine Highheel	P.087
	6	37	Skills	Attach Break	P.127
	7	42	Skills	Exceed 2	P.127
	8	48	Soma	Rynne	P.095
	9	53	Arts & Techniques	Mermaid Glyph	P.088
	10	59	Ability Enhancement	SP+7	—
	11	66	Soma	Aprodie	P.095
	12	74	Skills	Counter Chase	P.127
	13	83	Arts & Techniques	Ankle Snag	P.088
	14	93	Arts/Techniques	Vortex Bal	P.088
	15	104	Soma	Fontaine	P.095
	16	116	Skills	Soma-tize	P.128
	17	168 Ability Enhancement		SP+6	—
	18	221	Skill	Destroy	P.129
	19	275	Soma	[Baraena	P.095
	20	330 Ability Enhancement		HP+300	—

Stone Guard

A skill that increases resistance to petrification by 50%. Near the end of the story there are enemies that use attacks that cause petrification, so raise your Soma Link and make sure you can set it for all allies."

Get Angry

A skill that makes enemies more likely to enter an enraged state. At first glance this may seem like a detrimental effect, but by deliberately provoking enraged attacks you can trigger a Guard Counter and activate effects like "Counter Feint" and "Counter Chase." Equipping this skill makes a Guard Counter–focused strategy a realistic option.

Destroy

This skill multiplies the armor-shredding value by 1.5. It is extremely powerful because it makes it easier to stagger high-armor foes and start combos. However, learning it requires raising Charity to level 18 and can only be done after the ending. Also, the cost to equip it is 8 and the Somalink required to share it must be MAX, so the hurdles are high; when challenging the Triverse Gate, you will want to be able to set it for allies as well.

- Spiria Bonus

Spiria Parameter	Total Value	Category	Acquired	Reference
Guan Zhi	Conviction 6	Ability Enhancement	SP+4	—
Guan Zhi	Conviction 9	Ability Enhancement	Atk +15	—
Guan Zhi	Conviction 17	Skills	Risk Attack	P.129
Guan Zhi	Conviction 22	Arts & Techniques	Syufro	P.088
Guan Zhi	Conviction 32	Arts & Techniques	Cries Devourer	P.088
Guan Zhi	Conviction 36	Skills	Quarter Damage	P.127
Conviction	Grit 7	Ability Enhancement	Element +10	—
Conviction	Grit 15	Ability Enhancement	SP+6	—
Conviction	Grit 17	Soma	Themis	P.095
Conviction	Grit 20	Skills	Chase Heal	P.129
Conviction	Grit 29	Skills	Risk Defense	P.129
Conviction	Grit 41	Arts & Techniques	Venus Rouge	P.089
Grit	Endurance 5	Ability Enhancement	TP+10	—
Grit	Endurance 14	Ability Enhancement	Atk+15	—
Grit	Endurance 22	Skills	Risk Resist	P.129
Grit	Endurance 24	Soma	Demeter	P.095
Grit	Endurance 34	Skills	Chase Act	P.129
Grit	Endurance 36	Ability Enhancement	SP+9	—
Endurance	Charity 8	Arts/Techniques	Ankle Breath	P.087
Endurance	Charity 15	Arts & Techniques	Dolphin Silk	P.089
Endurance	Charity 24	Ability Enhancement	SP+7	—
Endurance	Charity 29	Soma	Aeos	P.095
Endurance	Charity 30	Skills	Revival	P.129
Endurance	Charity 35	Ability Enhancement	TP:30	—
Charity	Guan Zhi 8	Skills	Combo Rebear	P.128
Compassion	Fighting Spirit 14	Skill	Counter Feint	P.127
Charity	Fighting Spirit 26	Ability Enhancement	Atk+20	—
Compassion	Determination 34	Ability Enhancement	SP+8	—
Compassion	Determination 40	Skills	Half Damage	P.129
Compassion	Fighting Spirit 42	Soma	Rare	P.095

Dolphin Silk

A mental technique that generates a water colum
n at the enemy's feet. For Ines, who has few moves t
hat can launch enemies high, this becomes a valuabl
e move to use as the starting point for aerial combos
. Its power is a bit lacking, but the added launch effe
ct remains useful until the late game. You will want to
prioritize learning it while balancing the growth of Compassion and Patien

Counter Feint

When you successfully perform a guard counter
, it makes it easier to stun the enemy. If you set thi
s together with "Counter Strike" or "Counter Chase
," they will activate at the same time, giving you a
n even greater advantage in battle. If you're confid
ent in landing guard counters, equip these skills and aim for them.

Soma Gallery

<Sonia Data

Acquisition Conditions	Name	Attributes	HP	TP	Physical ATK	Magical ATK	Physical DEF	Magical DEF	Luck	TC	Special Effect
Initial	Forseus	—	0	0	124	56	0	0	0	2	—
Kindness Lv.4	Hestia	—	0	0	180	99	0	0	0	2	—
Fighting Spirit Lv.7	Artemis	—	0	0	310	79	0	0	0	3	—
Conviction Lv.5	Zarobus	—	0	20	200	262	0	0	1	5	—
Guts Lv.6	Rupia	Wind	160	0	263	110	20	0	0	4	—
Endurance Lv.6	Persephone	—	0	30	220	144	0	20	0	4	Recover 10% TP when defeating an enemy
Compassion Lv.8	Rynne	—	240	0	288	105	10	0	0	4	—
Faith + Guts Total Lv.17	Themis	—	0	60	250	131	0	0	0	5	CL value is multiplied by 1.25
Fighting Spirit Lv.11	Hora	Fire 0		0	606	166	0	0	0	4	Defeating enemies fully restores TC
Faith Lv.9	Skuspearce	—	0	30	455	554	0	0	0	6	—
Guts Lv.10	Selene	—	240	0	530	233	30	0	0	5	—
Endurance Lv.10	Oceanus	—	0	45	500	305	0	30	1	5	—
Compassion Lv.11	Aphrodite	—	360	0	581	222	15	0	0	5	Recovers HP equal to 1% of the damage dealt to enemies
Grit + Endurance total Lv.24 Fighting Spirit Lv.15 Conviction Lv.13 Grit Lv. 14 Endurance Lv.14 Compassion Lv.15	Demeter	—	0	90	505	277	0	0	0	6	—
	Karkarias	Water	0	0	922	248	0	0	0	5	—
	Fluve	—	0	40	657	826	0	0	1	7	Recovers TP equal to 1% of the damage dealt to enemies
	Karolinus	—	320	0	806	347	40	0	0	6	—
	Fulfius	Rice field	0	60	760	454	0	40	0	6	—
	Fontaine	—	480	0	883	330	20	0	0	6	—
忍耐 + 慈愛 total Lv.29	Aeos	—	0	0	499	661	0	0	0	3	Normal attacks ignore 50% of the enemy's physical defense and deal damage
闘志Lv.19	Pasifikusu	—	0	0	1220	295	0	0	0	6	—
Faith Lv.18	Atlantis	—	0	50	770	1092	0	0	0	8	—
Guts Lv.17	Athena	—	400	0	998	459	50	0	0	7	Normal attacks have a 5% chance to reduce the enemy's physical attack by 30% for a certain duration
Endurance Lv.18	Orcinus	—	0	75	941	601	0	50	1	7	—
Compassion Lv.19	Barraena	Earth	900	0	1093	437	25	0	0	7	—
Charity+Fighting Spirit's Total Lv.42	Rare	—	0	150	950	546	0	0	0	8	Normal attacks have a 5% chance to reduce the enemy's physical defense by 30% for a certain duration
Defeat the Shadow (P.348)	Charis	—	0	0	0	0	0	0	0	5	Physical and magical attack grow according to the number of enemies
150 ""Daily Peaceful Days" New Service"	Devastating Bodyguard	—	0	0	1333	0	-100	-100	3	2	—

Fontaine

Aeos

Pasifikusu

Atlantis

Athena

Orcinus

Barae ナ

Rare

Charis

Ominous Reduction Cudgel

"Kunzite KUNZITE

Level-Based Base Status Data

LV	1	20	30	40	50	100	150	200
HP	630	1545	2057	2569	3081	5641	6401	7161
TP	56	92	116	141	165	287	308	330
Physical Attack	53	94	118	142	165	284	363	442
Art/Skill Attack	44	88	114	140	165	293	381	469
Physical Defense	22	48	64	80	96	176	216	256
Magic Defense	16	30	40	50	59	108	116	125

Growth Tendencies

Basic Ability: Possesses a sturdy body strong in physical attacks

Among allies, boasts the highest physical defense and excellent HP, allowing it to step in front of allies and fight as a shield. However, its magic defense remains below 1000 even with the strongest armor equipped, so that weakness needs to be reinforced with accessories like the "Resist Brace." Offensively, its physical attack is higher than its magic attack, making it proficient in physical attacks.

Normal attacks that make use of four arms have the characteristic of hitting twice in a single attack.

<Normal Attack List

Attack Name	Power	Copper Body	CL Value	Stun	Critical
Normal Attack (High Attack, Mid Attack, Low Attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break Attacks, Aerial Break Attacks (Knockback, Launch)	130	5	5	4	110
Guard Counter, Aerial Guard Counter, Cross Chase	200	15	20	20	150
	230	0	0	0	170

Arts | Techniques ● Learns many skills suited for aerial combos

He can learn multiple moves with high hit counts; by launching enemies and transitioning into aerial combos, he has the strength to keep them pinned in the air. By combining with a normal attack that hits twice in one go, he can achieve a very high number of hits on his own.

He specializes in physical attacks but can also learn offensive and support spirit arts. Among them, the dark-attribute advanced art "Black Hole" has intrinsically very high power. Kunzite's own spirit-attack power is not that high, but it can still deal significant damage.

術技リスト

Group Art | Spoil Weapon — Casting 2.13 sec Air — Element —

Learning Requirement: Endurance Lv.3		TP Cost	10
Power	—	Additional Effect	
Bronze Body	—	CL値	—
Ki Cloak	—	Critical	—

Temporarily lowers a single enemy's physical attack. It consumes little TP, so it's good to use frequently.

Spirit Art: Spoil Armor — 詠唱 2.13 sec — Air — Element —

Learning Requirement: Endurance Lv.5		TP Cost	10
Power	—	Additional Effect	
Copper Body		CL値	—
Stun	—	Critical	

Lowers a single enemy's physical defense for a set duration. Attacking after using this will help increase damage.

Psychic Art "Spoil Mind" — Rank 2.13 sec Air — Element —

Acquisition requirements v.9		TP Consumption	10
Power	—	Additional Effect	
Bronze Body		CL value	—
Kiyan	—	Critical	

Lowers a single enemy's magic attack for a set duration. Against enemies who use powerful magic, you'll want to use th

Psychic Technique | Spoil Resist — Casting 2.13 sec Air — Element —

習得 Requirement: Endurance Lv.15		TP Cost	10
Power	—	Additional Effect	
Body Conditioning		CL value	—
Stun	—	Critical	—

Lowers a single enemy's magic defense for a set duration. If your attacks are mainly magic-based, use this to boost dam

Psychic Art: Wind Cutter — Chanting 1.4 sec Airborne — Attribute Wind

Acquisition Condition: Faith Lv.1		TP Consumption	8
Power	190(95×2)	Additional Effect	
Bronze Body	8(4×2)	CL Value	8(4×2)
Stun	20(10x2)	Critical	240(120×2)

Launches two piercing wind blades. If enemies are lined up in a straight line, try using it to aim for consecutive hits.

Psychic Art Cross Wind — Stage 2.46 sec — Air — Attribute: Wind

Acquisition Requirement Belief Lv.4		TP Consumption	21
Power	400(80×4+80)	Additional Effect Launch	
Bronze Body	6(3×4+4)	CL Value	16(3×4+4)
Stun	37(7×4+9)	Critical	350(70×4+70)

Attack with wind blades from four directions. It also has the effect of launching enemies, so it can be used to assist aeria

Psychic Art: Air Thrust — Casting Time seconds — Air — Element — Wind

習得条件 +Total Faith Level 17		TP Consumption	38
Power	720(90×8)	Additional Effect	
Bronze Body	24(3×8)	CL値	24(3×8)
Stun	48(6×8)	Critical	376(47×8)

Deploys a wind barrier that slashes any enemy it touches. If aimed at a stationary enemy, it is more likely to hit all strike

Psychic Technique | Shadow Edge — Chanting 1.46 seconds (Air) — Element —

Acquisition Requirement: Initial		TP Consumption	8
Power	230	Additional effect: Pull	
Body Conditioning	14	CL value 14	
気絶	10	Critical 160	

Summons a black blade to stab the enemy. If it hits from behind, it will blow the enemy toward you as if pulling them in.

Psychic Art	Negative Gate	Casting 2.4 sec	Air	–	Attribute Fire
習得 Condition	Smith Lv.6	TP Consumption	21	Number of Hits	12
Power	420(35×12)	Additional Effect			
Bronze Body	24(2×12)	CL値	24(2×12)		
Stun	24 (2×12)	Critical	360 (30×12)		

Summons a dark space and attacks. The attack range is narrow, so aim for enemies held in place by allies.

Psychic Art	Demon's Lance	Cast Time: 3.86 seconds	Air	–	Element 闇
習得 Condition	Smith Lv.10	TP Consumption	42	Number of Hits	5
Power	760(200+140×4)	Additional Effect			
Bronze Body	40(12+7×4)	CL値	40(12+7×4)		
Stun	35(11+6×4)	Critical	310 (110+50×4)		

Fires a dark spear from the air toward the ground. Its ability to easily break an enemy's guard (steel body) is one of its appeals.

Psychic Art	Black Hole	Chanting 5.03 sec	Airborne	–	Element 闇
Acquisition Requirement	Smith Lv.4	TP Consumption	77	Number of Hits	10
Power	1200(120×10)	Additional effects: pull-in, launch			
Bronze Body	50(5×10)	CL value	50 (5×10)		
Stun	50 (5×10)	Critical	430 (43×10)		

Creates a black hole. It also pulls in surrounding enemies, making it easier to attack them together.

Special Technique	Majin Sword (▼Jinken)	[↓↘→↓] Aerial	–	Element –
Acquisition Requirement	Smith Lv.1	TP Consumption	4	Number of Hits	1
Power	120	Additional Effect			
Steel Body	10	CL値	10		
Stun	7	Critical	120		

Sends out a shockwave along the ground. If the control mode is semi-auto, it will move within range before firing.

Special Technique	Tiger Fang Break Slash (Yogahasan)	[➡↓↘⊙] Airborne	○	Element –
Acquisition Requirement	Smith Lv.1	TP Consumption	5	Number of Hits	2
Power	160(60+100)	Additional Effect	Attach Break, Launch		
Bronze Body	16(6+10)	CL値	16 (6+10)		
Spirit Gauge	12 (4+8)	Critical	120(40+80)		

A consecutive attack of an upward slash followed by a downward slash. Easier to link into combos when performed in the

Special Technique	Retsu Kūzan (Fierce Sky Slash)	[↑↑] Aerial	○	Element –
習得 Condition	Smith Lv.3	TP Consumption	7	Number of Hits	6
Power	180(30×6)	Additional effect: Launch			
Copper Body	18(3×6)	CL値	18 (3×6)		
Stun	12 (2×6)	Critical	120(20×6)		

Continuously slashes enemies upward while spinning. It has handling characteristics that make it easy to use both on the

Special Technique	Demon God Sword: Shōga (Ankien Shouga)	[→] Aerial	○	Element –
Acquisition Requirement: Guts Lv.4		TP Consumption	9	Number of Hits	1
Power	190	Additional Effect			
Silver body	15	CL値	15		
Stun	12	Critical	110		

Jump and fire a shockwave diagonally downward. Easily follow up on distant enemies in aerial combos.

Special Technique	Whirlwind Slash (セン プ Len)	[➡] Aerial	○	Element –
Acquisition Requirement	Smith Lv.5	TP Cost	10	Number of Hits	6
Power	240(40×6)	Additional Effect: Launch			
Bronze Body	18(3×6)	CL Value	18 (3×6)		
Stun	18(3×6)		18 (3×6)		
		Critical	150 (25×6)		

While spinning through the air, he slices enemies consecutively. This technique is unsuitable for small enemies on the gro

Special Technique	Hakkyōsen (Hachi Kyosen)	[1] Aerial	–	Element –
習得 Requirement: Guts Lv. 7		TP Consumption	13 hits	2
Power	230 (115×2)	Additional Effect	Attach, Attach Break	
Silver Body	16 (8×2)	CL値	16 (8×2)	
Stun	14 (7×2)	Critical	100(50×2)	

He swings his arm upward, launching the enemy. Simple, but useful as a starter for aerial combos.

Special Mode	Majin Renzan (▼Rinrensan)	[↓↘→↓↘→◉] 空中	–	Element –
Learning Requirement: Guts Lv. 10		TP Consumption	17	Number of Hits	4
Power	260(65×4)	Additional Effect			
Silver body	20 (5×4)	CL Value	20(5×4)		
Stun	20 (5×4)	Critical	120 (30×4)		

Unleashes successive shockwaves with four arms. A useful technique for attacking distant enemies on the ground.

Kunzite

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Special Technique · Demon God Sword [4] Aerial — Element —

Acquisition Requirement	total Lv.23	TP Consumption 19	Number of Hits 1
Power	250	Additional Effect	
Bronze Body	22	CL値	22
Stun 20		Critical 100	

Generates a shockwave in a 180-degree arc in front. Wide attack range; can hit multiple enemies positioned before the u

Special Technique · Sky-Breaking Twin Dragon Palms [➡↘⬇↙⬅➡ ◎] Air — Element —

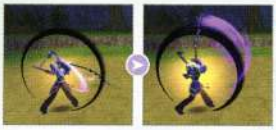
Conditions	Lv.12	TP Consumption 21	Number of Hits 4
Power	300(75×4)	Additional Effect	Attach Break
Body	28(7×4)	CL値	28(7×4)
Stun	28(7×4)	Critical 120(30×4)	

Alternate thrusts with the left and right arms. Not usable in the air, so make effective use of it in ground combos.

Special Technique · Sky-Break Piercing Bullet [⬇↙⬅↙⬇↘➡◉] 空中 — 0 Attribute —

Acquisition Requirement	Fighting Spirit Lv.14	TP Consumption 23	Number of Hits 5
Power	325(65×5)	Additional Effect	
Bronze Body	30(6×5)	CL Value 30(6×5)	
Stun	25 (5×5)	Critical	150(30×5)

Pierces enemies while performing a corkscrew spin. This is an excellent move not only for ground combos but also for ae



Special Technique · Broken Mirror Twin Flash [t]⬅Aerial ↙⬅◎ — Element —

Acquisition Requirement		TP Consumption 28 hit count	4
Power	380 (95x4)	Additional effects: Launch, Attach Break	
Bronze Body	28(7×4)	CLIP 28 (7×4)	
Stun	24(6×4)	Critical 120 (30×4)	

An enhanced version of "Broken Mirror Flash." Its consecutive slashes can launch enemies higher, making it easier to ai

Psychic Arts · [Instant] Shadow [←]➡Aerial ○ — Element —

Acquisition Conditions		TP Consumption 5	Number of Hits 1
Power	130	Additional Effect	
Bronze Body 10		CL value 10	
Nyodatsu 7		Critical 120	

Take a large step forward and slash the enemy. Good to use when you want to follow up against a distant enemy.

Psychic Technique · Serpent-Dragon Twin Fang [⬇↙⬅⊗] 空中 — Element —

Acquisition Requirements		TP Consumption 6	Hit Count 5
Power	190(50+35×4)	Additional Effect	Attach Break
Steel body	15(3×5)	CL Value 15(3x5)	
Stun 12(4+2×4)		Critical 110(30+20×4)	

Stabs four blades and slices while jumping backward. After the attack, the distance from the enemy increases.

Psychic Arts · Vacuum Mirror Shadow Formation [→←→] Aerial — Element —

Acquisition requirements		TP Consumption 8	Number of Hits 3
Power	180(65+55+75)	Additional effect: Launch	
Bronze Body	18(6×3)	CL value 18(6×3)	
Kiyan	12 (4×3)	Critical	120(40×3)

Moves a long distance while slashing enemies upward. Hard to interrupt, and can transition into an aerial combo after th

Psychic Arts · Snake Shadow Split Assault Jaw [➡111110] 空中 — Attribute: Off

Acquisition Requirement	6	TP Cost	11 Number of Hits 3
Power	216(72×3)	Additional Effect	Attach Break
Steel body	24(8×3)	CL値	24(8x3)
Stun 24(8x3)		Critical	120(40×3)

Delivers consecutive attacks while stepping in. A move that is easy to incorporate into ground combos.

Psychic Arts · Shun'eisatsu [↓]Aerial — Element —

Acquisition Requirement	Fighting Spirit total Lv.16	TP Consumption 13	Number of Hits 3
Power	230(50+80+100)	Additional Effect	
Bronze Body	24(5+9+10)	CL値	24(5+9+10)
Stun 12(3+4+5)		Critical 120(30+40+50)	

Slash while moving around the enemy as if drawing a triangle. It can be considered a technique that balances offense ar

Psychic Arts · Vacuum Rift Slash [⬅⬇↙⊗] 空中 ○ — Attribute: Wind

Acquisition Requirement		TP Consumption 18	Number of Hits 8
Power	272(34×8)	Additional effect: Launch	
Copper Body	24(3×8)	CL value	24(3×8)
Kizetsu 24 (3×8)		Critical	200(25×8)

A strengthened version of "Retsukūzan" with more hits that launches enemies higher. It also has the advantage of dealir

Machō Fūsen
Psychic Hakkyō Fūma Sen [↓↙←↙↓↘→⊗] Airborne – Element 闇

Acquisition Conditions	Conditions in Endurance and Loyalty	TP Consumption 22	Number of Hits 3
Power	330 (110×3)	Additional Effect	
Bronze Body	30 (10×3)	CL Value	30 (10×3)
Stun	24 (8×3)	Critical	120 (40×3)

A series of slashes made while passing by. After the attack you move to the enemy's back, making it easier to avoid their

Rixen Eizan
Psychic Art Dragon-Slaying Shadow Pierce [11] Aerial – Element 闇

Acquisition Requirement		TP Consumption 24	Number of Hits 9
Power	378 (42×4+50+40×4)	Additional effect: Attach Break	
Bronze Body	27 (3×9)	CL 値 27 (3×9)	
Stun	27 (3×9)	Critical 135 (15×9)	

An enhanced version of "Serpent-Dragon Interlocking Fangs" that, after a series of slashes, leaps back to put distance bet

Makuwa-ga
Psychic Art Mystic Sky Fang [10] Aerial – Element 闇

Acquisition Requirement	Loyalty total Lv.32	TP Consumption 27	Number of Hits 6
Power	372 (62×6)	Additional Effect	
Copper Body	36 (6×6)	CL値	36 (6×6)
Stun 36 (6×6)		Critical	120 (20×6)

Releases blades of darkness from four arms and thrusts them forward. With long range, it is suitable for intercepting app

Senpū Kūretsu Zan
Psychic Art Whirlwind Sky Rift Slash [↓↘→↘↓↙←⊗] 空中 – Attribute: Wind

習得 Condition	Loyalty + Fighting Spirit total Lv.33	TP Cost 28	Number of Hits 12
Power	384 (32x12)	Additional effect: Launch	
Solid	36 (3×12)	CL value 36 (3×12)	
Faint 36 (3x12)		36 (3×12)	
		Critical 132 (11×12)	

After Whirlwind Slash, a combination that follows up with Raging Sky Slash. It is powerful when used as the starting poi

Thought Mana Miasma [↓↘→↓↘→⊗] 空中 – Element 闇

Acquisition requirements		TP Cost 30	Number of Hits 8
Power	408 (51×8)	Additional Effect	
Bronze Body	32 (4×8)	CL値	32 (4×8)
Stun	32 (4×8)	Critical	160 (20×8)

Sweeps a wide area multiple times with a black blade. Not all attacks may hit small enemies.

Shura Engoku San
Hio Ai Shura En-goku Satsu Air 0 Attribute 闇

習得 Condition: Santeks Grand Cathedral (P.207) onwar		TP Consumption –	Hit Count 19
Power	2500 (120×18+340)	Additional Effect	
Solid	–	CL Value	–
Stun	–	Critical 1900 (100×19)	

By releasing the limiter, a massive dark blade is unleashed, executing a series of attacks like a demon god.

Meirengeki Kokurasetsusen
Fusion: Meirengeku Rasetsu Flash Airborne ○ Element –

Acquisition requirements	"Fusion Secret Technique"	TP Consumption –	Number of Hits 13
Power	4000 (95×8+130+550×6)	Additional Effect	
Bronze Body		CL Value	–
Stun	–	Critical	1300 (100×13)

Kunzait and Galad's combined secret mystic art. It traps enemies within a barrier of darkness and unleashes a coordinat

TOPICS Collection of Incantation Openings ~Kunzait Chapter~

Spoil Weapon	Weapon destruction, magical formula deployment.	Air Thrust	Storm mystic contraction complete. Firing
Spoil Armor	Barrier destruction, magical formula deployment.	Shadow Edge	Visualization incoming
Spoil Mind	Mental power reduction, magical formula deployment.	Negative Gate	Target acquired. Void-mind technique deployed
Spoil Resist	Mental barrier destruction, magical formula deployment.	Demon Lance	Demon-subduing formula deployed. Black lance fired
Wind Cutter	Wind-minded technique deployed	Black Hole	Void formula thaw complete. Activating
Cross Wind	Concentration charge. Confirm enemy coordinates.		

Tactics

Launch into the air and safely attack

Kunzite has powerful physical attacks, so basically focus on close-quarters combat. In doing so, aim for airborne combos so that you are less likely to be interrupted by other enemies while attacking. Also, being able to use support-type spirit arts is one of his strengths. They consume little TP, so lower the enemy's attack and defense to gain the upper hand in battle.

Increase damage. Use "Spoil Armor" to lower physical defense.

For clustered enemies, use "Black Hole." Grouping attacks together is also an option.

Early-game aerial combo

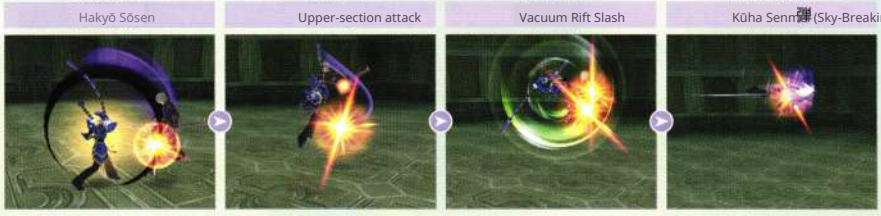
Upper-section attack → Retsu Kūzan (Fierce Sky Slash) → Whirlwind Rift Slash

If you raise Fighting Spirit to level 5, you can learn both "Retsuk ūzan" and "Senpūretsu "Zan", so this combo can be used as soon as they join your party. After an upper attack launches the enemy, use "Retsukūzan" and "Se

Simply alternating with "Wind Cleaver" can pin enemies in the air. After landing "Retsukūzan" (Heavenly Sky Cleaver), quickly follow with "Wh irlwind Cleave" to keep the combo going.

An aerial combo that launches the enemy high into the air

Hakyō Sōsen → Upper-section attack → Vacuum Rift Slash → Kūha Senmeid an (Sky-Breaking Piercing Death



Once you learn powerful techniques like "Shinku Retsuz an" (Vacuum Cleave), try this combo as well. It launches en emies high into the air and lets you deal a lot of damage in a short time. <Recommended Combo

Instead of "Hakyō Sōsen" (Broken Mirror Twin Flash), you can launch enemies with "Whirlwind Sky Cleave." The finishing move "Kūha Sen meid an" (Sky-Breaking Piercing Bullet) will keep the combo connected even if used co

Hakkyō Fūma Sen → Mid-level attack → Dragon-Slaying Shadow Pierce → Kūha Senmeid an (Sky-Breaking Piercing Death

Because the combo is built from moves that attack while moving significantly, you can keep attacking while avoiding enemy interru ptions. As the combo finisher, you can spam "Kūha Senmeid an" to rack up hits.

but if you have enough TC, you can also follow up with "Hakyō Fūm s en" (Broken Mirror Sealing Demon Flash) to start a new combo, or tr ansition into the above air combo from "Hakyō Sōsen."

Videos streaming on the web! Combo videos are available on "Tales Channel+." Access from PC or smartphone! http://tales-ch.jp/

Soma Build: Let everything grow evenly

No matter which spirit parameter you develop, you can learn use ful arts and skills. Rather than specializing in any one of them, grow t hem without bias and learn techniques in a balanced way.

Let's take advantage of it. Since it's easy to rack up hit c ounts, it pairs well with skills like "Combo Repair" and " Combo Energy" that restore HP or TP based on the nu mber of hits. Massive Block

Increasing endurance is a g an option. Set "Exceed" and combo

Cover low defense with "Magic Guard." Supplementing (with other actions) is also an effective tactic.

Spir Parameter

Spell Level	Required SBP	Category	Acquired	Reference
Fighting Spirit (HP +2 / Physical Attack +1)	1	9 Arts & Techniques	Tiger Fang Break Slash	P.098
	2	15 Skills	Attack Feint	P.127
	3	22 Arts & Techniques	Raging Sky Slash	P.098
	4	30 Skills	Poison Attack	P.129
	5	33 "Skill/Spell	"Whirlwind Slash	P.098
	6	37 Soma	Ginerosti	P.105
	7	42 Skills	Combo Plus 1	P.128
	8	48 Ability Enhancement	SP+5	—
	9	53 Skills	Paralyze Attack	P.129
	10	59 Soma	Vaski	P.105
	11	66 Skills	TC Gain	P.126
	12	74 Arts/Techniques	Sky-Breaking Twin Dragon Palm	P.099
	13	83 Skills	Combo Plus 2	P.128
	14	93 Arts & Techniques	Kuka Senpū-ei (Sky-Breaking Crushing Death)	P.099
	15	104 Soma	Blaüwes	P.105
	16	116 Ability Enhancement	SP+9	—
	17	168 Ability Enhancement	HP+200	—
	18	221 Soma	Nidhogg	P.105
	19	275 Skill	1 Damage	P.126
	20	330 Ability Enhancement	Physical Attack +30	—
Conviction (TP/AK+1)	1	9 Arts & Techniques	Wind Cutter	P.097
	2	15 Skills	Spell Keep	P.128
	3	22 Ability Enhancement	SP+3	—
	4	30 Arts & Techniques	Cross Wind	P.097
	5	33 Soma	Gandharva	P.105
	6	37 Arts/Techniques	Negative Gate	P.098
	7	42 "Skill	Dark Rise 1	P.128
	8	48 Skills	Speed Spell 1	P.128
	9	53 Soma	Dahaka	P.105
	10	59 Arts/Techniques	Demon's Lance	P.098
	11	66 Skills	Dark Rise 2	P.128
	12	74 Skills	Speed Spell 2	P.128
	13	83 Soma	Ouroboros	P.105
	14	93 Arts/Techniques	Black Hole	P.098
	15	104 Skills	Dark Rise 3	P.128
	16	116 Ability Enhancement	TP+30	—
	17	168 Ability Enhancement	SP+6	—
	18	221 Soma	"Quetzalcoatl	P.105
	19	275 Skill	[Energy Flow]	P.127
	20	330 Ability Enhancement	Magic Attack +30	—

Whirlwind Slash

A technique that slices enemies while spinning like a tornado. It easily hits while keeping enemies airbor ne, and together with "Retsukūzan" it serves as a cor e combo move from the early to mid game. If you rai se the Fighting Spirit to level 5 and learn both moves, you will be able to link combos easily.

Dark Rise

If you want to prioritize the pow er of combos, th e techniques that make up the combo will mainly b e dark-attribute psychonetic arts, so use this skill to increase damage. Also, by developing Faith as is, y ou can simultaneously strengthen thought-based a rts like "Black Hole," making it easier to deal effective damage with arts at

Black Hole

A high-level dark-attribute spell. Besides its pow er, it also has the strong effect of drawing in surro unding enemies. If you target a place where enem ies are clustered, you can deal large damage to th em all at once. Learning this mind technique broa dens Kunzite's tactical options.

Spell Level	Required BP	Category	Acquired	Reference
Grit (HP 4 / Physical Defense)	1	9	Ability Enhancement	HP+50	—
	2	15	Skill	HP Gain	P.126
	3	22	Ability Enhancement	SP +3	—
	4	30	"Arts & Techniques	Mashin Kenga	P.098
	5	33	[Soma	Fafnir	P.105
	6	37	Skills	Auto Move	P.127
	7	42	[Arts/Techniques	"Broken Mirror Flash"	P.098
	8	48	Skills	Sub EX	P.128
	9	53	Soma	Dyaus	P.105
	10	59	[Arts/Techniques	Majin Renzan	P.098
	11	66	Skills	Lucky Key Be	P.129
	12	74	Ability Enhancement	SP+7	—
	13	83	Soma	Krishna	P.105
	14	93	Skills	Element Avoid	P.127
	15	104	[Arts/Techniques	Broken Mirror Twin Flash	P.099
	16	116	Skills	All Guard	P.127
	17	168	Soma	Honesty	P.105
	18	221	"Skill	Attack Rebel	P.127
	19	275	Skills	Get Angry	P.128
	20	330	Ability Enhancement	Physical Defense +30	—
Endurance (TP1/ 術 Defense 1)	1	9	Ability Enhancement	TP+15	—
	2	15	Skills	Magic Guard 1	P.129
	3	22	Arts & Techniques	Spoil Weapon	P.097
	4	30	Skills	Dark Shield 1	P.128
	5	33	"Skill/Spell	Spoil Armor	P.097
	6	37	Soma	Royalty	P.105
	7	42	Skills	TP Gain	P.126
	8	48	Skills	Magic Guard 2	P.129
	9	53	"Skill/Spell	Spoil Mind	P.097
	10	59	Soma	Fran Size	P.105
	11	66	Skills	Dark Shield 2	P.128
	12	74	Ability Enhancement	SP+7	—
	13	83	Skills	Status Guard	P.128
	14	93	Soma	Leviath	P.105
	15	104	[Artes/Techniques	Spoil Resist	P.097
	16	116	Skills	Dark Shield 3	P.128
	17	168	Ability Enhancement	Magic Defense +30	—
	18	221	Soma	Vayu	P.105
	19	275	Skills	Abyss	P.127
	20	330	Ability Enhancement	SP+6	—
Loyalty (TP1/Physical Attack 1/Physical Defense 1)	1	9	[Arts/Techniques	Serpent-Dragon Twin Fang	P.099
	2	15	Skills	Exceed 1	P.127
	3	22	Soma	College	P.105
	4	30	"Skill/Spell	Piercing Void Sharp Shadow	P.099
	5	33	Arts & Techniques	Snake Shadow Rift Assault Jaw	P.099
	6	37	Skills	Attach Break	P.127
	7	42	Soma	Face	P.105
	8	48	Ability Enhancement	SP+5	—
	9	53	Skill	Exceed 2	P.127
	10	59	[Arts	Vacuum Rift Slash	P.099
	11	66	Soma	Court Fi	P.105
	12	74	Skills	Spiral Upper	P.128
	13	83	Ability Enhancement	SP+9	—
	14	93	Arts & Techniques	Dragon-Slaying Shadow Pierce	P.100
	15	104	Soma	Vishnu	P.105
	16	116	Skills	Soma-tize	P.128
	17	168	Techniques	魔刃	P.100
	18	221	Skill	Survive	P.128
	19	275	Soma	Rudra	P.105
	20	330	Ability Enhancement	TP+40	—

HP Gain

A skill that restores 10% of the wielder's maximum HP when defeating an enemy. It is helpful for party members who often deal the finishing blows, so raise the Soma Link to ★1 and equip it on allies other than Kuntzite if possible. For the same reason, "TP Gain," learned by growing Endurance to Lv. 7, is also recommended.

All Guard

Since it can prevent all status ailments with a 30% chance, equipping this makes it easier to allocate accessories to other enhancements. It's very useful, so Soma Link を Raise it to ★9 and equip it on all allies.

If you have the capacity, combining it with "Status Guard" will make status ailments and status changes less worrisome.

Survive

When guarding, this astonishing skill leaves you with 1 HP no matter how much damage you take, preventing you from falling unconscious. When your remaining HP is critically low, you can adopt a tactic of tightening your guard and having allies heal your HP. Equipping "Guard Reduce" as well to make guard breaks less likely makes this strategy even safer. Ankle Bless

<Spirit Bonus

Spirit Parameters	Total Value	Category	Acquired	Reference
Fighting Spirit	Better	Skills	Combo Rebear	P.128
Fighting Spirit	10	Skills	Combo Energy	P.128
Fighting Spirit	17	Arts & Techniques	Neo Thrust	P.097
Fighting Spirit	21	Ability Enhancement	SP+7	—
Fighting Spirit	32	Soma	Simel	P.105
Guan Zhi	36	Skills	Quarter Damage	P.127
Conviction	Grit	7	Physical Defense Up Physical Defense +15	—
Conviction	Grit	12	Skills	Spell Lucky.	P.128
Conviction	Grit	17	Skills	Risk Defense	P.129
Conviction	Grit	23	Arts & Techniques	Ninjin Sword	P.099
Conviction	Grit	29	Ability Enhancement	SP+8	—
Conviction	Grit	41	Ability Enhancement	H.P.+30	—
Grit	Endurance 5	Skills	Lucky Avoid	P.129
Grit	Endurance 14	Ability Enhancement	SP+6	—
Grit	Endurance 20	Skill	Risk Resist	P.129
Grit	Endurance 24	Soma	Ushas	P.105
Grit	Endurance 34	Skills	Chase Act	P.129
Grit	Endurance 37	Skills	Half Damage	P.129
Endurance	Loyalty B	Skills	Combo Voltage	P.128
Endurance	Loyalty 15	Soma	Naja	P.105
Endurance	Loyalty 25	Arts	Seal-Breaking Magic Slash	P.100
Endurance	Loyalty 30	Skill	Revival	P.129
Endurance	Loyalty 32	Arts	Magic Void Fang	P.100
Endurance	Loyalty	35 Ability Enhancement	SP+9	—
Loyalty	Fighting Spirit 8	Ability Enhancement	SP+4	—
Loyalty Will 16	Arts & Techniques	Shadowstep Arrival	P.099
Loyalty Will 26	Skill	Risk Magic	P.129
Loyalty Fighting Spirit 33	Arts	Whirlwind Sky Cleave New	P.100
Loyalty Will 40	Ability Enhancement: HP +300	—
Loyalty Fighting Spirit 42	Soma	Jormungandr	P.105

Combo Voltage

Because attacking 12 times restores TC by 2, you can increase the number of hits with skills like "Exceed" or "Combo Plus." If you aim for even higher combo counts, be sure to equip them. Kunzait can use techniques that rack up many hits, so landing a skill two to three times easily exceeds 12 hits.

Hakkyō Fūma Sen

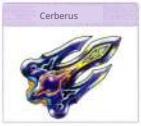
After a series of consecutive slashes, this move finishes by cutting the enemy as you pass by them. Its performance, including power and CL value, is excellent. What's more noteworthy is that after the attack you can move to the enemy's back. Because you can attack while performing an evasive action, using this skill can get you out of danger when another enemy targets you during the attack.

Soma Gallery

Soma Data

Acquisition Conditions

Name	Attributes	HP	TP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Special Effect
Initial Vex	–	0	0	92	86	0	0	0	2	–
Loyalty Lv.3 College	–	0	0	150	138	0	0	0	2	–
Fighting Spirit Lv.6	Ginerosti	–	0	0	245	88	0	0	0	3	–
Belief Lv.5	Gandharva	–	0	0	171	263	0	0	1	5	–
Guts Lv.5 i	Fafnir	–	200	0	196	140	20	0	0	4	CL value is multiplied by 1.25
Endurance Lv.6	Royalty	–	0	40	188	175	0	20	0	4	–
Loyalty Lv.7	Faith	–	0	20	206	154	10	0	0	4	–
Endurance+Loyalty Total Lv.15	Naja	–	0	30	216	149	0	0	0	5	Skill TP consumption reduced by 10%
Fighting Spirit Lv.10	Vasuki	–	0	0	460	198	0	0	0	4	–
Conviction Lv.9	Dahaka	Water	0	0	320	495	0	0	0	6	–
Tenacity Lv.9	Dyaus	–	300	0	368	264	30	0	0	5	Recovers HP equal to 1% of the damage dealt to enem
Endurance Lv.10	Franciaise	–	0	60	352	330	0	30	1	5	–
Loyalty Lv.11	Kothsui	–	0	30	386	290	15	0	0	5	When defeating an enemy, TC is fully restored
Guts + Endurance total Lv.24	Ushas	–	0	45	405	281	0	0	0	6	–
Fighting Spirit Lv.15	Blaüwes	–	0	0	735	307	0	0	0	5	–
Conviction Lv.13	Ouroboros	–	0	0	512	768	0	0	1	7	–
Guts Lv.13 Endurance Lv.14 Loyalty Lv.15 Total of Fighting Spirit + Conviction Lv.32 Fighting Spirit Lv.18	Krsna	[illegible]	400	0	588	410	40	0	0	6	–
	Leviathan	–	0	80	563	512	0	40	0	6	Attack Thought Technique damage increases by 20%
	Vishnu	–	0	40	617	451	20	0	0	6	–
	Shimeru	–	0	60	647	435	0	0	0	7	When a normal attack hits, there is a 5% chance to reduce the enemy by 30% for a certain duration
	Nidhogg	–	0	0	970	416	0	0	0	6	–
Faith Lv.18	Quetzal Coatl	–	0	0	675	1041	0	0	1	8	Recovers TP equal to 1% of the damage dealt to enemies
Guts Lv.17	Honesty	–	500	0	776	555	50	0	[illegible]	7	Normal attacks have a 5% chance to reduce the enemy's physical atta by 30% for a certain duration
Endurance Lv.18	Vayu	–	0	100	743	694	0	50	0	7	–
Loyalty Lv.19	Rudra	–	0 50 815 61/1 25 . 0							7	–
Loyalty + Fighting Spirit total Lv.42	Jormungandr	Earth	0	75	854	590	0	0	0	8	–
Defeat the Shadow (P.348) - Cerberus		–	0	0	0	0	0	0	0	5	Physical and magical attack grow according to the number of enemie
134 "Ultimate Hotpot (2)	Jack-style Hotpot Master	–	0	0	800	550	0	0	3	12	–



カルセドニー CALCEDNY

Level-Based Base Status Data

LV	1	20	30	40	50	100	150	200
HP	500	1356	1837	2318	2799	5204	5809	6414
TP	72	119	149	179	209	360	410	461
Physical 攻	48	87	109	132	154	267	340	413
Arts 攻	55	97	121	145	169	290	371	452
Physical Defense	12	31	43	55	67	128	149	170
Magic Defense	28	49	62	75	88	153	179	204

Growth Trend

Basic Ability: Can adapt flexibly to any situation

It is characterized by generally high parameters. Only arts defense is slightly lower, but this can be covered by using the psychic art "Resist" that the character learns. There are no particular weaknesses, allowing them to handle any enemy competently. In addition to attacks, they can perform healing and support through psychic arts, so they pair well with any ally.

Always moves while floating in the air, but the controls themselves are no different from other allies.

<Normal Attack List

Attack Name	Power	Steel body	CL Value	Stun	Critical
Normal Attack (High Attack, Mid Attack, Low Attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break Attacks, Aerial Break Attacks (Knockback, Launch)	130	5	5	4	110
Guard Counter, Aerial Guard Counter	200	15	20	20	150
Cross Chase	230	0	0	0	170

Arts: "A collection of techniques useful for offense and healing"

She is constantly flying, and most of the techniqu es she learns can be used in the air. It would not be an exaggeration to say that no one surpasses Calce dony in the variety of aerial combos. Also, she can le arn advanced thunder- and light-element arts, so sh e can perform well even when using spirit arts.

Aside from offense, she can also learn healing spirit arts like "Heal" and "Raise Dead," as well as support spi rit arts such as "Astyion," allowing her to be active in a wide range of roles. In terms of being able to flexibly c hange combat style according to the situation, she cou ld be considered a character similar to Kohaku.

<> Arts List

Spirit Art: Heal — Casting Time sec | Air — | Element —

習得 Requirement: End… | TP Cost 15 | Number of Hits —

Power — | Additional Effect

Steel body — | CL値 —

Stun — | Critical —

Restores 50% of a single ally's HP. Use this as Calcedony's primary means of healing.

Party Spirit Art: Heartless Circle — 詠唱 3.86 seconds in the air | — | Element —

習得 Condition… Endurance Lv.5 | TP Consumption 35 | Number of Hits —

Power — | Additional Effect

Steel body — | CL値 —

Stun — | Critical —

Draws a circle of light centered on the target and gradually restores 50% of the HP of all allies within the area.

Psyche Art: Raise Dead — "Casting 3.36 seconds Airborne" | — | Element —

Acquisition requirements… Endurance Lv.7 | TP Consumption 26 | Number of Hits —

Power — | Additional Effect

Body Conditioning | CL value —

Stun — | Critical —

Revives a single ally from incapacitation at 50% HP. Combine with "Heal" to restore allies.

Psyche Street | Dispel — Casting 1.619 | Air — | Element —

習得 Cond… 忍耐 Lv.4 | TP Cost 10 | Number of Hits —

Power — | Additional Effect

Bronze Body | CL value —

Stun — | Critical —

Removes negative status effects from a single ally. Can also restore stats that were lowered by spells and the like.

Psyche Plate: Anti-Magic — Casting time 3.1 seconds | — | Element —

Acquisition requirements… Restraint Lv.19 | TP Consumption 20 | Number of Hits —

Power — | Additional Effect

Bronze Body | CL値 —

Kiyan — | Critical —

Recovers a single ally from status ailments and unfavorable status changes. Recover them immediately when they suffe

Mind Art: Astion — Casting 3.13 sec | Air — | Element —

Acquisition requirements… Endurance Lv.20 | TP Consumption 12 | Number of Hits —

Power — | Additional Effect

Body Conditioning | CL値 —

Kiyan — | Critical —

Temporarily increases a single ally's magical attack. Kalsedony is also skilled at magical attacks, so it can be used on he

Mind Technique: Resist — Sphere Chant 1.7 sec Airborne | — | Element —

Acquisition requirement: Endurance Lv.9 | TP Consumption 12 | Number of Hits —

Power — | Additional Effect

Bronze Body | CL値 —

Stun — | Critical —

Temporarily increases a single ally's magical defense. The casting time is short, so use it frequently in battles against str

Mind Art | Lightning — Casting 1.46 sec Air — | Element 雷

Acquisition requirements… 2 | TP Consumption 9 | Number of Hits 1

Power 150 | Additional Effect

Corpse Seal 1 | CL値 11

Stun 18 | Critical 180

Lightning-summoning spell that strikes above the enemy's head. Among basic offensive spells, it has a relatively high ch

Spark Web — Casting Time 3.3 seconds | Air | — | Element: Thunder

Acquisition Requirement	total Lv.17	TP Consumption	20
Power	370 (74×5)	Number of Hits	5
Triple hit	20 (4×5)	Additional Effect	
Stun	30 (6×5)	CL値	20 (4×5)
		Critical	220 (44×5)

Generates a spherical electric discharge above the enemy's head. The attack's hit detection occurs late, and not all hits m

Thunder Blade — Psychic Art | Chanting 3.7 sec | Aerial | — | Attribute: Thunder

Acquisition Condition	ith + Guts total Lv.23	TP Consumption	46
Power	690 (190 + 100 × 5)	Number of Hits	6
Bronze Body	4 (8 + 5 × 5)	Additional Effect	
Stun	40 (15 + 5 × 5).	CL値	34 (8+5×5)
		Critical	300 (100+40×5)

Drop a lightning sword onto the magic circle drawn on the ground. It has excellent power and hit count performance.

Art Indignation — Cast time 7.9 sec | Airborne | — | Attribute: Thunder

Acquisition Requirements		TP Consumption	99
Power	1300 (325 × 4)	Number of Hits	4
Silver Body	72 (18 × 4)	Additional Effect	
Stun	80 (20 × 4)	CL値	72 (18×4)
		Critical	520 (130 × 4)

The ultimate spell that repeatedly summons powerful lightning strikes. The caster is defenseless while chanting, so use it

Photon — Chanting 1.26 sec | Airborne | — | Attribute: Light

Acquisition Requirement: Initial		TP Consumption	8
Power	160	Number of Hits	1
Bronze Body	2	Additional Effect	
気絶	12	CL値	12
		Critical	180

Converges particles of light and strikes. It has a tendency to miss moving or flying enemies.

Ray — Pulse Chant 2.9 sec | Airborne | — | Attribute: Light

Acquisition Conditions		TP Consumption	22
Power	580 (29×20)	Number of Hits	20
Steel Body	20 (1×20)	Additional Effect	
Stun	20 (1×20)	CL値	20 (1×20)
		Critical	800 (40×20)

| Rains down a large amount of light to attack. If used in coordination with allies' combos, it ca

Grand Cross — Casting 4.3 sec | Airborne | — | Element: Light

Acquisition Requirements		TP Consumption	40
Power	640 (100+270+270)	Number of Hits	3
Bronze Body	36 (24+8+4)	Additional effects: Launch, Down	
Stun	36 (8+14+14)	CL value 36 (24+8+4)	
		Critical	300 (60+120+120)

Summons a Cross of Light to attack enemies. Enemies launched into the air fall to the groun

Divine Saber — Floor 5.03 seconds | Air | — | Attribute: Light

Acquisition Requirement		TP Consumption	85
Power	1240 (60×17+220)	Number of Hits	18
Silver body	46 (2×17+12)	Additional Effect	
Electric stun	52 (2x17+18)	CL値	46 (2×17+12)
		Critical	800 (40 × 17 + 120)

Calls down powerful consecutive lightning strikes. Shorter casting time than "Indignation" but has eq

Break — Special Tec | [↓] Aerial | ○ | Element: —

Acquisition Requirement		TP Consumption	4
Power	120	Number of Hits	1
Steel body	11	Additional Effect	
Stun	9	CL value	11
		Critical	100

Swing the sword and send out a shockwave. The range is quite long, making it effective for disrupting distant enemies.

Twin Fangs — Special Tec | [←] Aerial | ○ | Attribute: | TP Cost: 5 | Hit Count: 2 | —

Acquisition Requirement: Initial			
Power	150 (70+80)		
Copper Body	14 (6+8)		
Stun	12 (5+7)		
		Additional Effects: Launch, Attach Break	
		CL 14 (6+8)	
		Critical 110 (55×2)	

After a downward slash, slash upward. Use this as the starting move for aerial combos or to relaunch enemies in the air.

Light Wing — Special Tec | [↓] Aerial | ○ | Element: —

Acquisition Requirement: Initial		TP Consumption	6
Power	180 (60×3)	Number of Hits	3
Bronze Body	5 (5×3)	Additional Effect: Launch	
Stun	12 (4×3)	CL 15 (5×3)	
		Critical	120 (40×3)

Thrusting attack performed while ascending into the air. Use this when you want to quickly launch an enemy into the air.

Resshōyoku
Special Technique: Rending Soaring Wing [↓↓◉] 空中 ○ Element —

習得 Conditions	龍走Lv.3	TP Consumption	7
Power	175	Additional Effect	
Bronze Body	6	CL値	16
Stun	13	Critical	100

A thrust directed from the air toward the ground. When used on the ground, the user will first jump once before perfor

Gōshōrai
Special Technique: Sturdy Summoning Arrival [↓↓◉] 空中 — Element —

Acquisition Conditions		TP Cost	10
Power	—	Additional Effect	
Bronze Body	—	CL	—
Stun	—	Critical	—

Increases the user's physical attack for a certain duration. TP cost is low, so use it regularly to boost your damage.

Renjinshou
Special Technique: Renjin Shō [↓↘→◉] Aerial ○ Element —

Acquisition Requirements	Spirit Lv.7	TP Consumption	13
Power	230 (80+50×3)	Additional effects: Launch	
Bronze Body	9 (7+4×3)	CLA 19 (7+4×3)	
Stun	15 (6+3×3)	Critical	100 (40+20×3)

After slashing, he ascends rapidly and performs an upward slash. It launches enemies high, making it easy to use in aer

Shuutsuidan
Special Technique: Shōtsuizan [↑10] Aerial ○ Element —

Acquisition Conditions	Concentration Lv.9	TP Consumption	15
Power	240	Additional effects: Down, Attach Break	
Bronze Body	8	CLA 18	
芯	18	Critical	100

Swinging the sword down forcefully, striking the enemy into the ground. It is also possible to follow up on enemies that

Tou Aressou Yoku
Special Technique: Extermination Demon Fierce Roar [➡⬅➡◉] Air ○ Element —

習得 Requirement	Lv.9	TP Consumption	19
Power	260 (110+150)	Additional Effect	
Steel body	22 (9+13)	CL値	22 (9+13)
Stun	20 (8 + 12)	Critical	120 (50+70)

Thrusts continuously while passing by enemies. Because it moves a large distance, it is difficult to be interrupted or cou

Seikazanshouku
Special Technique: Seikazanshouku (征鴉斬翔駆) [➡↘↓↙⬅◉] Air ○ Element —

Acquisition Requirement		TP Cost	21
Power	280 (130+150)	Additional Effect: Launch	
Corpse Seal	20 (8+12)	CL 2[illegible] (8+12)	
Stun	20 (9+11)	Critical	120 (50+70)

While cutting, it moves to the enemy's back and adds a follow-up attack. It is easy to evade even if the enemy uses a rag

Ren Jin Shōtsuin
Special Technique: Continuous Assault Falling Slash [↓↘→↘↓↙←◉] Aerial 0 Attribute —

習得 Conditions	龍走Lv.13	TP Consumption	23
Power	320 (80+50×3+90)	Additional Effect	Down, Attach Break
鎮体	31 (7+5×3+9)	CL値	31 (7+5×3+9)
Kiyan	23 (6+3×3+8)	Critical	120 (25+20×3+35)

Hit count 5

After launching with Renjin Shō, strike them down with Shōtsuin. Since follow-up attacks are difficult t

Sōhaku Kuretsusan
Special Technique: Sō Haku Kū Retsu Zan [↓↘→↘↓↙←◉] 空中 ○ Element —

Acquisition Requirement		TP Consumption	24
Power	330 (120+105×2)	Additional effect: Launch	
Body Conditioning	20 (10+7×2)	CL value 24 (10+7×2)	
Stun	19 (7+6×2)	Critical	180 (80+50×2)

Number of Hits 3

After releasing the Sōha Blade, he closes the distance and slashes. Easy to follow up even when the enemy is at a distan

Shōkōshō
Special Technique: Heaven-Soaring Remaining Light [⬅➡⬅◉] Airborne ○ Element —

習得 Condition	Fighting Spirit Lv.15	TP Consumption	28
Power	370 (130+80×3)	Additional Effect	
Copper Body	33 (9+8×3)	CL値	33 (9+8×3)
Kiai	30 (9+7×3)	Critical	140 (50+30×3)

Number of Hits 4

After an upward slash, flies to追撃 in a ▽ pattern to follow up. Only when on the ground is an upward-slash motion ad

Anjuusoku
Psychic Technique: Tenrinjin [↓↙←⊗] Air ○ Attribute: Light

Acquisition Requirements		TP Consumption	5
Power	140 (35×4)	Additional Effect	
Bronze Body	12 (3×4)	CL値	12 (3×4)
Stun	8 (2×4)	Critical	120 (30×4)

Number of Hits 4

Envelops the sword in light and launches a thrust that hits multiple times. Better suited for ground combos than for use

Raikousen
Psychic Art: Thunder Flash [↓↘→⊗] 空中 ○ Element: Thunder
Acquisition Requirement
Power 190
Bronze Body 17
Stun 16
TP Consumption 7
Number of Hits 1
Additional Effect: Launch
CL value 17
Critical 90

Charges forward and sweeps with a lightning-charged sword. The move comes out quickly and has a wide attack range, m

Houshinretsu
Psychic Art: Sealed Needle Volley [↓↓⊗] 空中 – Element: Light
Acquisition Conditions: + Pride total Lv.10
Power 220 (40x4+60)
Stamina 21 (4x4+5)
Stun 16 (3x4+4)
TP Consumption 9
Number of Hits 5
Additional effects: Launch
CL value 21 (4×4+5)
Critical 100 (20×5)

Summons needles of light from the ground to pierce enemies. It has an upward launch effect and can be chained into a co

Souten Tsuisou (Goutenryūsō)
Psychic Art: Twin Fang Heavenly Style [↓↘→↘↓↙←⊗] 空中 – Attribute: Light
Acquisition Requirement
Power 240 (50×2+35×4)
Bronze Body 20 (4×2+3×4)
Stun 20 (4×2+3×4)
TP Cost 10
Number of Hits 6
Additional Effect: Launch
CL 20 (4×2+3×4)
Critical 120 (30×2+15×4)

After an upward slash, pierces the enemy with a spear of light. After the attack the distance increases, so it's good to follow

Gohojin
Si Nian An: Guardian Formation [↓↑] Aerial – Attribute Light
Acquisition Requirement
Power 200 (40×5)
Bronze Body 15 (3×5)
Stun 20 (4×5)
TP Consumption 17
Number of Hits 5
Additional Effect
CL value 15(3×5)
Critical 125(25×5)

Deploys a magic circle that heals yourself and allies' HP and attacks enemies. Use it near allies to provide support.

Kouryuu Shoku
Psychic Art: Kōyō Tenshōk [1] Aerial ○ Element: Light
Condition: + Total Fighting Spirit Lv.33
Power 270 (45×6)
Copper Body 30 (5×6)
Stun 24 (4×6)
TP Cost 20
Number of Hits 6
Additional effect: Launch
CL Value 30(5×6)
Critical 150 (25×6)

Unfurls wings of light and whirls enemies into the air. Has a large recovery vulnerability after the attack, making follow-up

Sanshin Ten
[Mugen Hishō Zan [↓↘→↓↘→⊗] Airborne ○ Element
Acquisition Requirement: Reserve (Shyness) Lv. 12
Power 300 (60+55×3+75)
Bronze Body 30 (7+5×3+8)
Stun 30 (7+5×3+8)
TP Consumption 22
Number of Hits 5
Additional Effect: ch, Attach Break
CL Value 30 (7+5x3+8)
Critical 150(40+20×3+50)

Launch the enemy with a consecutive slash, then finish with a downward cut. For follow-up a

Hiryuugeki
Psychic Art: Phantom Demon Devouring Fang [←↓↙⊗] 空中 ○ Element: Light
Condition: +Pride total Lv.32
Power 360 (100×2+160)
Bronze Body 31 (8×2+15)
Stun 26 (7×2+12)
TP Consumption 28
Number of Hits 3
Additional Effect: Attach Break
CL 31(8×2+15)
Critical 130 (35×2+60)

A consecutive slash with the Flashing Light Sword. Because the technique is executed in place, y

Mental Technique [Evil Calamity Exterminator [↓↙←↓↘→⊗] Air ○ Element: Light
Acquisition Requirements
Power 400 (80+320)
Solid 34 (14+20)
Stun 32 (15+17)
TP Consumption 30
Number of Hits 2
Additional Effect
CL value 34 (14+20)
Critical 160 (70+90)

He swings down the massive blade of light he created, cleaving enemies in two. It is also effective as a follow-up attack ag

Kaiten Shou Nen Ōsen
Secret Devi: Haruto Tenhou Slash Air ○ Attribute: Light
Acquisition condition: After Sa ex Grand Cathedral (P.207)
Power 2500 (150 x 14 + 400)
Body Conditioning –
Stun –
Consumption –
Hit count 15
Additional Effect
CL値 –
Critical 1500 (100 × 15)

Fully deploys the Balhait, then, while flying at high speed toward the upward-slashed e

Seisei Issōgajin
Sun Conflagration Star Shadow Twin Fang Air ○ Element: Light
Acquisition Requirement: Clear "Combined Secret Mystic Art"
Power 4000 (90×10+90×8+2380)
Steel body –
Kiyan –
TP Consumption –
Number of Hits 19
Additional Effect
CL Value –
Critical 1900 (100×19)

A combined secret mystic art of Shing and Calsedony. They fly with Balhait's wings and execute co

Tactics

Choose attack methods according to allies

Calsedony, who can play a wide role in both offense and defense, should change her fighting style depending on the allies participating in battle. If fighting primarily with physical attacks, take advantage of the many techniques usable in midair to aim for aerial combos. If many allies are good at physical attacks, support them with psychokinetic abilities and use healing psychokinetics as

Make use of varied moves to aim for aerial combos. If many allies excel at physical attacks, support them with psychokinetics and use healing psychokinetics as the situation requires. 27 Hit 521

Also serves to support other allies. You can stop enemies with aerial combos.

Use the multi-hit psychokinetic "Ray." It makes it easier to assist combos.

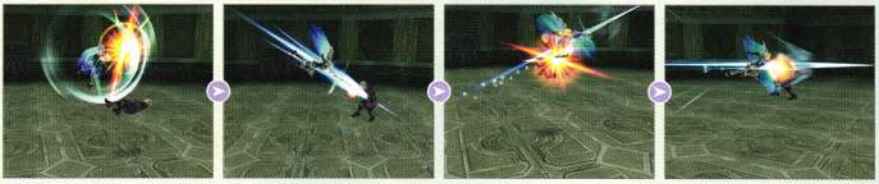
Combos that balance HP recovery and attack

Guardian Formation → Normal Attack → Light Wing Flash → Air Attacks → Heavenly Flow Spear

A combo that recovers HP while attacking. The first hit's "Guardian Formation" can be chained even if used multiple times, so adjust the number of uses according to how much HP you want to recover. Every 5 hits, the next "Guardian An aerial combo that's hard for enemies to interrupt Rending Blade Assault

When you unleash a "Formation," you can string combos together well. Of course, if HP recovery isn't needed, you can use only the second and later stages. Instead of "Heavenly Flow Spear," you can also use "Thunder Light Flash"

堅斬 → Rending Soar Wing ×2 → Light Flash → Demon-Slaying Azure Wings



This combo lets you fly freely through the air, allowing you to link combos while avoiding not only enemies' physical attacks but also their magical attacks. Start by 堅斬 ending enemies to the ground with "Rending Blade Assault" or "Falling Assault," and then

After pounding them down, hit a bouncing enemy repeatedly with "Rending Soar Wing" and "Light Wing Flash" to rack up damage. The finisher will generally connect as long as it's a move that can be used in midair.

- A high-damage combo for the late game

Heaven-Soaring Afterimage Sword → Light Wing Flash → Hikari Taka Tenshōku → Light Flash → Genma Metsuga Blade

An aerial combo composed of powerful techniques suitable for the late game. After the 昇華 third hit, "Kō Tenshō," follow up with "Kōyoku Sen" to send the enemy even higher before 五 unleashing "Genma Metsuga."

Before unleashing 五 "Genma Metsuga," it's also effective to increase damage by landing 1–2 additional aerial attacks, or by hitting "Hikari Taka Tenshō" or "Kōyoku Sen" multiple times.

Videos streaming on the web! Combo videos are available on "Tales Channel+." Access from PC or smartphone! http://tales-ch.jp/

Soma Build: Develop evenly to expand your range of activity

Carnelian's strength is that it can handle all kinds of situations, so grow its spirit parameters evenly to fulfill the three roles of offense, healing, and support.

I want to teach him the first set of techniques. Techniques that are attack-based are learned through Will, Guts, and Pride, while offensive mind arts are acquired via Conviction and support mind arts via Patience, so devel

Set. "Itraise.". Has many light-attribute techniques and psychic arts. "Ra

A modest but useful skill. "Runner," which increases movement speed

Spir Parameter

Spill Level	Required BP	Category	Acquired	Reference
1	9	Ability Enhancement	Physical Attack +10	—
2	15	Skills	Combo Repair	P.128
3	22	Arts & Techniques	Retsushōyoku	P.109
4	30	Skills	Combo Plus 1	P.128
5	33	Skills	Runner 1	P.129
6	37	Soma	Brahfhait	P.115
7	42	Arts/Techniques	Jūsho	P.109
8	48	Skill	Aerial Force 1 P.127	
9	53	"Techniques"	"Demon-Slaying Fierce Azure Wind"	P.109
10	59	Soma	Flyhight	P.115
11	66	Skills	Combo Plus 2	P.128
12	74	Ability Enhancement	SP+7	—
13	83	Arts & Techniques	Ryusen Shūtsui Shin	P.109
14	93	Soma	Zorn	P.115
15	104	"Skill	Heaven-Soaring Remaining Light	P.109
16	116	Skills	Aerial Force 2 P.127	
17	168	Skills	Runner 2	P.129
18	221	Soma	Gravity Hikait	P.115
19	275	Skills	1 Damage	P.126
20	330	Ability Enhancement	SP+6	—
1	9	Skills	Magic Feint	P.129
2	15	Arts/Techniques	Lightning	P.107
3	22	Skills	Spell Keep	P.128
4	30	Arts/Techniques	Ray	P.108
5	33	Skills	Light Rise 1	P.129
6	37	Soma	Vanshu	P.115
7	42	Skills	Speed Spell 1	P.128
8	48	Ability Enhancement	SP+6	—
9	53	Artes & Skills	Grand Cross	P.108
10	59	Skills	Light Rise 2	P.129
11	66	Soma	Frieden	P.115
12	74	Skills	Speed Spell 2	P.128
13	83	Arts/Techniques	Divine Saber P.108	
14	93	Skills	Light Rise 3	P.129
15	104	"Soma	Ryum	P.115
16	116	Ability Enhancement	SP+9	—
17	168	Arts/Techniques	Indignation P.108	
18	221	Soma	Vire P.115	
19	275	Skill	Energy Flow	P.127
20	330	Ability Enhancement	Magic Attack +20	—

闘志 (HP2/Physical Attack1)

Conviction (MP/Attack+1)

Aerial Force 1

When an attack lands while the target is in the air after a jump or skill the damage of that attack increases. Raise the Soma Link and share it with allies who excel at aerial combos, such as Kohaku and Kuntzite.

Continuous Assault Falling Slash

"Renzan Shō" combined with "Shūtsui Zan." Enemies hit will fall to the ground and be knocked down, allowing allies on the ground to continue the combo. Also, if you follow up the attack with a ground-targeting move such as "Retsushōyoku," you can pursue and extend the co

Divine Saber

A high-level light attribute spell excelling in power and number of hits. If you further level up Faith, you learn the thunder attribute "Indignation," but because its casting time is long, this one is more practical. Also, if you set "Lightrize," you can increase light-attribute damage, so it's good to use this as your primary attack.

Spir Level	Required SBP	Category	Acquired	Reference
Guts (HP 4g / Physical Defense 17)	1	9	Ability Boost	HP +100	—
	2	15	Arts & Techniques	[illegible]刃	P.108
	3	22	Skills	Aerial Voltage P.127	
	4	30	Ability Enhancement	SP+2	—
	5	33	Soma	[Sonne	P.115
	6	37	Skills	Auto Move	P.127
	7	42	Arts/Techniques	Sturdy Summoning Arrival	P.109
	8	48 Skill		Sub EX	P.128
	9	53	Artes & Skills	Shūtsuizan	P.109
	10	59	Soma	Himmel	P.115
	11	66	Arts & Techniques	Seikazanshouku (征禍斬翔閃).	P.109
	12	74 Ability Enhancement		SP+7	—
	13	83 Skills		Element Avoid	P.127
	14	93	Soma	Weiss	P.115
	15	104	Arts & Techniques	Sky-Cleaving Slash	P.109
	16	116 Ability Enhancement		Physical Defense +20	—
	17	168	Skills	"Attack Liber"	P.127
	18	221	Soma	[Flügel]	P.115
	19	275	Skills	[Kett Angry	P.128
	20	330	Ability Enhancement	HP+200	—
Endurance (TPM/Magic Defense 1)	1	9	Skills	Magic Guard 1	P.129
	2	15	Arts/Techniques	Heal	P.107
	3	22	Skills	Light Shield 1	P.129
	4	30	Arts/Techniques	Gospel	P.107
	5	33	Arts & Techniques	Heartless Circle	P.107
	6	37	Soma	Mute	P.115
	7	42 Techniques		"Raise Dead"	P.107
	8	48	Ability Enhancement	SP+5	—
	9	53	"Skill/Spell	Resist	P.107
	10	59	Soma	Tunade	P.115
	11	66	Skills	[Support Extend p.128	
	12	74	Skills	Light Shield 2	P.129
	13	83	Soma	Wunder	P.115
	14	93 Skills		Chase Act	P.129
	15	104	Ability Enhancement	SP+8	—
	16	116	Skills	Light Shield 33	P.129
	17	168	Soma	General	P.115
	18	221	Ability Enhancement	TP+50	—
	19	275	Skills	Abyss	P.127
	20	330	Ability Enhancement	Magic Defense +30	—
Reserved (Physical Attack / Magical Attack / /	1	9	Skills	[Exceed 1	P.127
	2	15	Arts/Techniques	Tenryu Ken	P.109
	3	22	Soma	Traom	P.115
	4	30	Ability Enhancement	SP+3	—
	5	33	Arts & Techniques	Shuangyuanliu	P.110
	6	37	Skills	Attach Break	P.127
	7	42 Soma		Troie	P.115
	8	48	Skills	Air Cancel 1	P.127
	9	53	Artes & Skills	Guardian Phalanx	P.110
	10	59	Soma	Liebe	P.115
	11	66	Skills	Time Ad Cross	P.128
	12	74	Arts/Techniques	Misty Phantom Flying Slash	P.110
	13	83	Skills	Air Cancel 2	P.127
	14	93	Soma	Donor	P.115
	15	104	Arts & Techniques	Calamity Burial Sword	P.110
	16	116 Skill		Somatize	P.128
	17	168 Ability Enhancement		SP+6	—
	18	221 Skill		Air Cancel 3	P.127
	19	275	Soma	Glanz	P.115
	20	330	Ability Enhancement	Physical Attack +20	—

Aerial Voltage

If you land 10 hits in the air, TC recovers by 2. When set together with "Combo Voltage," it is effective

You can stack the effects, and if you link 12 or more h its in an aerial combo, TC can recover by 4. If you mai nly fight with aerial combos, you'll definitely want to equip both.

Heal

Recovers one ally's HP by an amount equal to 5 0% of their maximum HP. Thinkspell. Because "G uardian Formation" can only heal allies very close to you, learn this as a means to heal distant allies.

The learning requirement is simple—just raise E ndurance to level 2. Besides "Heal," if you also lea rn "Heartless Circle" and "Raise Dead," you can ful ly perform the role of a healer.

Support Extend

When an ally who has this skill equipped receives a support-type Mental Art, its duration is extended by 30%. If you can maintain the increased parameter state, you can fight Among them, Beryl can use all types of support Me ntal Arts, so equipping it when fighting alongside her will allow it to demonstrate its true value.

<Soma Bonus

Spirit Parameters	Total Value	Category	Acquired	Reference
Fighting Spirit	6	Skills	Combo Energy	P.128
Fighting Spirit	10	Soma	Leidenschaft (ライデンシャフト)	P.115
Fighting Spirit / Conviction	17	Ability Enhancement	攻撃力+5	—
Fighting Spirit / Conviction	21	Ability Enhancement	SP+7	—
Guan Zhi	Faith 32	Skills	Risk Attack	P.129
闘志	Conviction 36	Skills	Quarter Damage	P.127
Conviction	Grit 7	Ability Enhancement	SP+4	—
Conviction	Grit 12	Skills	Spell Lucky	P.128
Conviction	Grit 17	Arts & Technique	Quark Web	P.108
Conviction	Grit 23	Arts & Technique	Thunder Blade	P.108
Faith Resolve 29		Soma	Loyalty (ロヤリテート)	P.115
Conviction	Grit 41	Ability Enhancement	Physical Defense +30	—
Guts Endurance	5	Skills	Magic Avoid	P.129
Grit	Endurance 14	Skills	Risk Resist	P.129
Guts Endurance	20	Arts/Tech	Astyion	P.107
Guts Endurance	24	Soma	Schwarz (シュヴァルツ)	P.115
Guts Endurance	34	Ability Enhancement	SP +8	—
Guts Endurance	37	Skill	Half Damage	P.129
Endurance	Pride 10	Arts & Technique	Sealed Needle Volley	P.110
Endurance	Pride 15	Skills	Magic Guard 2	P.129
Endurance	Pride 19	Arts & Technique	Anti-Magic	P.107
Endurance	Pride 30	Skills	Risk Defense	P.129
Endurance	Pride 32	Arts & Technique	Phantom Demon Devouring Fang	P.110
Endurance	Pride 35	Ability Enhancement	SP+9	—
Reserve	Guan Zhi 8	Skills	Combo Voltage	P.128
Reserve	Fighting Spirit 16	Ability Enhancement	SP+6	—
Pride	Guan Zhi 26	Skill	Exceed 2	P.127
Pride	Guan Zhi 33	Arts	光龍天翔駆	P.110
Reserve	Determination 40	Ability Enhancement	Physical Attack +30	—
Reserve	Determination 42	Soma	Shikkuzāru (Shikuzaaru)	P.115

Schwarz (シュヴァルツ)

This Soma raises both physical attack and art (magical) attack in a well-balanced way, allowing it to handle both physical and art attacks. It also has a high TC of 6 and an effect that restores TP equal to 1% of the damage dealt, making it easier to use techniques. Once you can raise the spirit parameters to level 12, prioritize gro

光龍 Heaven駆

A psychic technique that attacks enemies while rising high. Its greatest advantage is that even if other enemies are targeting you, it can vertically launch you and let you escape into the air. It will often be used to link aerial combos, so equip a Soma or accessory that raises art attack and set "Light Rise" to boost damage.

Soma Gallery

Balhait	Traom	Brahfhait	Vanshu	Sonne	Mute
Troye	Leidenschaft (ライデンシャフト)	Flyhight	Frieden	Himmel	Tunade
Liebe	Schwarz (シュヴァルツ)	Zorn	Ryum	Weiss	Wunder

Soma Data

Acquisition Conditions

Name	Attributes	HP	TP	Physical ATK	Magical ATK	Physical DEF	Magical DEF	TC	Luck	Special Effect
Balhait	—	0	0	105	122	0	0	0	2	—
Traum	—	0	0	153	150	0	0	0	3	—
Brahfhait	—	0	0	218	138	0	0	0	3	CL value is multiplied by 1.25
Vanshu	Fire	0	0	139	299	0	0	1	5	—
Sonne		300	0	191	166	20	0	0	4	Recover 10% HP when defeating an enemy
Mute		0	40	170	230	0	20	0	4	—
Troye		0	0	157	265	0	15	0	4	—
Raiden Shaft	—	100	30	183	196	0	0	0	5	—
Flyhight	—	0	0	403	275	0	0	0	4	—
Frieden	—	0	0	258	550	0	0	0	6	—
Himmel	—	450	0	354	330	30	0	0	5	Recovers HP equal to 1% of the damage dealt to enemies
Tunäde	Water	0	60	314	458	0	30	0	5	—
Ribe	—	0	0	290	504	0	23	1	5	—
Schwarz (シュヴァルツ)		150	45	338	389	0	[illegible]	[illegible]	6	Recovers TP equal to 1% of the damage dealt to enemies
Zorn	—	0	0	581	407	0	0	0	5	—
Ruum	—	0	0	372	814	0	0	1	7	Defeating enemies fully restores TC
Weiss	—	600	0	512	488	40	0	0	6	—
Wunder	—	0	80	454	678	0	40	0	6	—
Donner	雷	0	0	419	746	0	30	0	6	Normal attacks have a 5% chance to reduce th e enemy's physical defense by 30% for a certain duration
Royalitate	—	200	60	488	576	0	0	0	7	—
Graviteitich Kite	—	0	0	908	561	0	0	0	6	Attack Thought Technique damage increases by 20%
Ville	—	0	0	581	1055	0	0	0	8	—
Flügel	—	750	0	799	666	50	0	0	7	—
General	—	0	100	709	925	0	50	0	7	—
Glanz	Light	0	0	653	971	0	38	1	7	—
Shikkuzāru (Shikuzaaru)		250	75	762	786	0	0	0	8	When a normal attack hits, there is a 5% chanc e to reduce the enemy's magic defense by 30% for a certain duration
Tsukusoftu	—	0	0	0	0	0	0	0	5	Physical and magical attack grow according to the number of enemie
Bouquet of Roses	—	0	50	1000	200	0	0	3	12	—

Acquisition Conditions

- Initial
- 矜持Lv.3
- Fighting Spirit Lv.6
- Faith Lv.6
- Grit Lv.5
- Endurance Lv.6
- Pride Lv.7
- Total Fighting Spirit + Conviction Lv.10
- Fighting Spirit Lv.10 Conviction Lv.11 Guts Lv.10 Endurance Lv.10 Pride Lv.10 Guts + Endurance Total Lv.24 Fighting Spirit Lv.14 Conviction Lv.15 Guts Lv.14 Endurance Lv.13 Pride Lv.14
- Belief + Grit Total Lv.29 Fighting Spirit Lv.18 Belief Lv.18 Grit Lv.18
- Endurance Lv.17
- Reserve Lv.19
- Reserved + Fighting Spirit's Total Lv.42
- Defeat the Shadow (Tsukunfutu)
- 143 "Snuggling Spiria"

ガラド GALANDO

Level-Based Base Status Data

LV	1	20	30	40	50	100	150	200
HP	550	1503	2035	2567	3099	5759	6614	7469
TP	62	106	134	163	191	333	375	417
Physical Attack	58	102	128	153	179	306	394	481
Magic	42	79	100	122	144	252	320	388
Physical Defense	16	38	52	66	79	148	177	206
Magic Defense	20	35	46	56	67	119	131	143

Growth Trend

Basic Ability: Transforms into an all-purpose attacker with the strongest Soma

If you only look at the initial parameter values and t he growth values from Soma Builds, like Shing and oth ers, this is a character who excels at physical attacks. H owever, the late-game Soma "Rinoceronte" raises mag ic attack by more than 1000, so ultimately the characte r can become a versatile attacker capable of dealing ef fective damage with magic attacks as well.

Also outstandin g in HP and phys ical defense, allo wing them to act ively move to th e front and fight.

Normal Attack List

Attack Name	Power	Copper Body	CL Value	Stun	Critical
Normal Attack (High Attack, Mid Attack, Low Attack)	100	3	3	2	100
Air Attacks	100	3	3	2	100
Freerun Attack	100	3	3	2	100
Break attacks, air break attacks (knockback, juggle)	130	5	5	4	110
Guard counter, air guard counter	200	15	20	20	150
Cross Chase	230	0	0	0	170

Arts: Learn the characteristics of axe-derived techniques

Among the techniques you can learn, the ones that throw an axe at enemies also become usable, so remember this. If yo u use a technique that can be branched into before the thrown axe returns to you, it will not appear the evening along the trajectory corresponding to ea

Arts List

In addition, Garad can learn a variety of spirit arts, including offensive and healing types. Although he does not learn the strongest art of each element, if you increase his spirit attack (術攻) with Soma and accessories, you can expect damage comparable to physical attacks.

思念術	Heal of Earth	Stage 3.03 sec Air	–	Element –
習得 Condition	Lv.4	TP Cost 20	Number of Hits –	
Power –		Additional Effect		
Bronze Body –		CL値 –		
Stun –		Critical		

Gradually restores 30% of the HP of allies within the magic circle. It is Galad's valuable means of HP recovery.

思念術	Sharpness	Casting 2.33 sec	Air –	Element –
習得 Requirement: Endu		TP Consumption 12	Number of Hits –	
Power –		Additional Effect		
Corpse Seal –		CL value –		
Kiyan –		Critical –		

Temporarily raises the physical attack of a single ally. It pairs well with Galad, who has high physical attack, so use it pro

詠唱	Psychic Art Barrier	詠唱 2.06 sec Air	–	Element –
Learning Requirement: Endurance Lv.9		TP Consumption 12	Number of Hits –	
Power –		Additional Effect		
Bronze Body –		CL値 –		
Kiyan –		Critical –		

Increases the physical defense of a single ally for a certain duration. If you use this and charge at an enemy, you can re

Thought	Fireball	Casting 1.53 seconds	Air –	Attribute: Fire
Acquisition Condition: Faith Lv.1		TP Consumption 9	Number of Hits 1	
Power 250		Additional effect -		
Bronze Body 13		CL Value 13		
Stun 14		Critical 120		

Launches a fire projectile to attack enemies. The fireball flies straight toward the enemy and disappears on impact.

思念術	Burn Strike	Miso 2.53 seconds	Air –	Element Fire
Acquisition Requirement: Fire Protection Lv.7		TP Consumption 24	Number of Hits 3	
Power 600 (200×3)		Additional Effect		
Corpse Seal 27 (9×3)		CL値 27 (9×3)		
Stun 27 (9×3)		Critical 240 (80×3)		

Rains down a series of massive fireballs. The fireballs spread somewhat as they fall, giving the attack a wide area of effe

Psychic Technique	Explode	Miso 3.86 seconds	Air –	Attribute: Fire
習得 Condition	Lv.4	TP Consumption 42	Number of Hits 1	
Power 750		Additional Effect		
Bronze Body –		CL値 37		
Kiyan 37		Critical 270		

Drop a fireball that causes a large explosion upon hitting the ground. The falling fireball itself has no hit detection.

詠唱	Psyche Art: Stone Blast	詠唱 1.46 seconds	Air –	Attribute: Earth
Acquisition Requirement: Initial		TP Consumption 9	Hit Count 5	
Power 180 (36×5)		Additional Effect: Launch		
Bronze Body 15 (3×5)		CL Value: 15 (3×5)		
Stun 15 (3×5)		Critical: 160 (32×5)		

Attacks by hurling up rocks. When Earth-attribute attack power is increased, it is more effective than "Fireball."

思念術	Massive Rock	Casting 2.66 sec Airborne	–	Attribute: Earth
Acquisition Requirement		TP Cost 19	Number of Hits 1	
Power 390		Additional Effect		
Iron Body 30		CL値 30		
Stun 34		Critical 180		

Drop a massive rock from above the enemy's head. The rock falls slowly, so aim for enemies that are standing still.

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Psychic A **Rock Break** Casting 3.63 seconds Air — Attribute Earth

習得 Condition Lv.11 | TP Consumption 40 | Number of Hits 3
Power 700(200+200+300) | Additional effect: Launch
Silver body 42(14×3) | CL 42(14×3)
Stun 42(14×3) | Critical 300(100×3)

A technique that uplifts a mass of rock. The scale of the rock mass is large, making it easy to attack multiple surrounding

Special T Shunjinken **Shunjin Fist** [110] Aerial ○ Element —

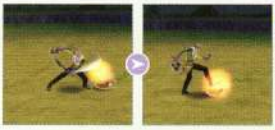
Acquisition Requirement | TP Cost 4 | Number of Hits 1
Power 130 | Additional Effect
Copper Body 5 | CL Value 8
Ki-en 9 | Critical 120

Thrusts a fist forward and charges at the enemy. Because it closes in on the foe, it's useful when you want to quickly shor

Special Te Sougadan **Sōgadan (Twin Fang Slash)** [↓]Aerial ○ Attribute —

Acquisition Requirement: Lv.1 | TP Cost 5 | Hit Count 2
Power 160(80×2) | Additional Effects: Launch, Attach Break
Silver body 14(7×2) | CL Value 14(7×2)
Stun 12(6×2) | Critical 110(55×2)

"A technique that slashes upward after cutting. It launches the enemy backward, so follow up with



Special T **"Rover Item"** [➡] Aerial — Element —

"Learn Requirement: Fighting Spirit Lv. 3" | TP Consumption 7 | Number of Hits 2
Power "130 (50+80)" | Additional Effect
Silver body "10 (3+7)" | CL Value "10 (3+7)"
Stun "12 (4+8)" | "Critical 110 (30+80)"

"A technique that punches the enemy while stealing an item. If successful, you perform a backstep; if it fails, an additional

"Reward Rack" Special Te **"Collapsed Assault Kick"** [↓]Aerial ○ Attribute —

習得 Condition +Total Fighting Spirit Lv.8 | Consumes TP 8 — Number of hits 2
Power 190(80+110) | Additional effect: Down
Body 17(7+10) | CL 17(7+10)
Stun 16(7+9) | Critical 90(40+50)

Launches a powerful series of kicks from the air. If the second hit connects, the enemy is knocked down and can be follow

Shousen Technique **"Gishōsen"** [➡⬇↘●] 空中 — Element —

習得 Requirement: Fig | TP Consumption 9 | Number of Hits 2
Power 210(90+120) | Additional effect: Knockback, Attach Break
Silver body 18(8+10) | CL 18(8+10)
Stun 16(7+9) | Critical 120(60×2)

"After the kick, slash with the machete. If you are surrounded, use this move to knock enemies awa

Messai Goutotsu Special T **Destructive Crushing Thrust** [4] Aerial — Element —

習得 Condition +Fighting Spirit total Lv. 18 | TP cost 14; Hits 1
Power 250 | Additional effects: Down, Attach Break
鋼体 20 | CL value 20
Stun 12 | Critical 120

He winds up and delivers a headbutt. The enemy bounces, allowing you to follow up with a combo from there.

Rōkoku Zazame Special Te **Wolf's Cry Sand Rain** [➡] Aerial — Element —

Acquisition Requirement: 10 | TP Cost 18 Hit Count 9
Power 260(25×8+60) | Additional effects: Blowaway, Attach Break
鋼体 19(2×8+3) | CL value 19(2×8+3)
Stun 19(2×8+3) | Critical 190(20×8+30)

Performs a kick following consecutive thrusts. Since it increases distance from the enemy, it is good to follow up with "Tig

Housen Special Te **Tiger Run Pierce** [➡↘⬇↙⬅➡●] Aerial ○ Attribute —

Acquisition Requirement: Fighting Spirit Lv.13 | TP Consumption 23 | Hit Count 4
Power 310(70×3+100) | Additional Effect: Knockback, Attach Break
Silver body 27(6×3+9) | CL値 27(6×3+9)
Ki Gauge 24(5×3+9) | Critical 130(30×3+40)

Wrapped in the tiger's fighting spirit, he charges forward with a body blow. Has a knockback effect and can push enemies

Tou Hasshōjin Special Te **Touha Zecchō (Touha Zesshō)** [⬇↙⬅↙⬇↘➡●] 空中 — Element —

習得 Condi 闘志Lv.16 | Consumes TP 28, 28 hits 28 hits | 5
Power 375(75×2+70×2+85) | Additional effect: Attach Break | Hit count
Bronze Body 35(7×2+6×2+9) | CL 35(7×2+6×2+9)
Spirit Gauge 30(6×2+5×2+8) | Critical 150(30×2+25×2+40)

A consecutive attack using a machete and kicks. Since the enemy's position does not change after the attack, it is recomme

Special T… Shousou Kata Ascension Claw Form [Jo… Air Corne — Element —

Acquisition requirements		TP Consumption 6	Number of Hits … Normal: 4 Derived: 2
Power	Normal: 180 (40×2 + 50×2) Derived: 150 (75×2)	Additional effect: Hits upper right	
Body	Normal: 18 (5×2 + 4×2) Derived: 14 (7×2)	CL value Normal: 18 (5×2 + 4×2) Derived: 14 (7×2)	
Ki depletion	Normal: 16 (5×2 + 3×2) Derived: 12 (6×2)	Child Normal: 130 (50×2 + 30) Derived: 100 (50×2)	

Chain-pulls and-right, then chases with a thrown axe. Derived Gauges the axe to add an upward and downward spin on the next

Special T… Youbi Kata Dance Tail Form [⬅➡⬅◉] Air — Element —

Acquisition requirements		TP Consumption 15	Number of Hits … Normal: 4 Derived: 3
Power	Normal: 270 (180 + 30×3) Derived: 210 (70×3) Additional effect		
Body	Normal: 20 (14 + 2×3) Derived: 15 (5×3)	CL value Normal: 20 (14 + 2×3) Derived: 15 (5×3)	
Ki depletion	Normal: 18 (12 + 2×3) Derived: 12 (4×3)	Child Normal: 160 (100 + 20×3) Derived: 120 (40×3)	

After slashing as you pass by, throw the axe. When used as a derived skill, the axe flies toward the enem

Special Te… Bakuhu Kata Explosive Horn/Type [130] Aerial — Element —

Acquisition Requirement		TP Consumption 20	Number of Hits … Normal: 7 Derived:
Power	Normal: 330 (15x2 + 60×5) Derived: 300 (60×5)	Additional Effect: Knockback	
Body	Normal: 29 (2×2 + 5×5) Derived: 25 (5×5)	CL value Normal: 29 (2×2 + 5×5) Derived: 25 (5×5)	
Aura	Normal: 29 (2×2 + 5×5) Derived: 25 (5×5)	Stamina/Mind Normal: 120 (25x2 + 14×5) Derived: 70 (14×5)	

Repeatedly slashes an axe that has a knockback effect. In the derived move, the axe targets the enemy again.

Special Te… スラッシュ・ジャガー [⬇➘➡◉] Air ○ Element —

Acquisition Conditions		TP Consumption 4	Number of Hits 3
Power	Normal: 120 (403) Derived: 90 (30×3) Additional effect		
Copper body	Normal: 9 (3×3) Derived: 6 (2×3)	CL value Normal: 9 (3×3) Derived: 6 (2×3)	
Ki supply	Normal: 9 (3×3) Derived: 6 (2×3)	To children Normal: 90 (30×3) Derived: 60 (203)	

Throws an axe that hits the enemy multiple times. When used as a derived technique, the axe homes in on the enemy.

Skill | Tempest Snake [1…] Aerial. Element —

Acquisition Requirement		TP Cost 10	Number of Hits 2
Power	Normal: 220 (1102) Derived: 180 (90x2)	Additional effect: Pull	
Bronze Body	Normal: 16 (Bx2) Derived: 12 (6×2)	CL value Normal: 16 (8x2) Derived: 12 (6×2)	
Kien	Normal: 12 (6×2) Derived: 10 (5x2)	To children Normal: 80 (40×2) Derived: 60 (30x2)	

Throws the axe with great force. When derived, there is a chance to pull hit enemies toward you.

Special T… ヌ Eight-line丿L·Honichiク [Rood… Aerial. Element —

Acquisition Requirement: … total LV29		Consumes TP 22	Number of Hits 4
Power	Normal: 300 (75 × 4) Derived: 240 (60 × 4)	Additional effect: … times up	
Tuning	Normal: 20 (5 × 4) Derived: 16 (4 × 4)	CL value Normal: 20 (5 × 4) Derived: 16 (4 × 4)	
Spirit	Normal: 20 (5 × 4) Derived: 16 (4 × 4)	CL value Normal: 20 (5 × 4) Derived: 16 (4 × 4)	
		クリ Normal: 100 (25 × 4) Derived: 80 (20 × 4)	

The thrown axe rises while spinning. Even when used as a derived technique, it repeats the same trajectory.

Special Skill | Calamity Hound [4] Aerial ⬅◉ ○ Element —

Acquisition conditions: … 17		TP Consumption 30	Number of Hits 2
Power	Normal: 380 Derived: 330	Additional Effect	
Body Bronze Normal: 27 Derived: 23		CL value Normal: 27 Derived: 23	
Spirit Glamour Normal: 24 Derived: 20		Row Child Normal: 120 Derived: 90	

An axe flies in a spiraling motion. When derived, it begins to spiral again centered on that location.

Psychic Art… Shimetsshou Shimetsshou (Sight-Destruction Thrust) [11] Aerial — Attribute: Earth

Acquisition Conditions		TP Cost: 5	Number of Hits 2
Power	160(70+90)	Additional Effect	
Bronze Body	13(6+7)	CL value 13 (6+7)	
Stun	11(5+6)	Row Child 100 (50x2)	

Keriage と… Two-stage stomp L attack. Reduces the enemy's physical defense (initial effect applies to stone dragon, tech

Psychic … Sterjin | Twin Flame [… Aerial. Attribute: Fire

Acquisition Requirement: Sturdy Lv.2		TP Consumption 6	Number of Hits 2
Power	170(85×2)	Additional Effect … Break	
Steel body	14(7×2)	CL value 14(7×2)	
Kiyan	12(6×2)	クリティカル 110(55×2)	

The blade cloaked in flames delivers a series of consecutive slashes. The flames along its trajectory do not have an attac

Psychic Art… Giren Shoshi Crimson Lotus Assault [1190] Aerial O Attribute: Fire

Acquisition Requirement: … sturdiness total Lv. 15		TP Consumption 14	Number of Hits 3
Power	250(110+70×2)	Additional Effect	
Bronze Body	18(8+5×2)	CL value 18 (8 + 5 × 2)	
Kiyan	18(8+5×2)	Movement? 130 (60 + 35 x 2)	

ジャンプして … Fire attribute one of the "Combo Kick" and "Crush Assault" family. High power, with an evening(?) effect.

Ouchigakujin
Demon Lord Earth Jaw Formation [↓↙←↙↓↘→⊗] Airborne ○ Element Earth

Acquisition Requirement	Lv. 15	TP Consumption	28
Power	360	Number of Hits	1
Armor	30	Additional effects: launch, attach break	
Stun	24	CL30	
		Critical	132

Jump and slam the blade into the ground, causing a fissure. High power and high armor-depletion value, remains stron

Kougaku Kata
Gou no Kata [↓] Aerial ○ >Attribute Earth

Acquisition Requirement		TP Consumption	12
Power	Normal: 240 (115+125) Derivative: 20	Number of Hits	Normal: 2 Life: 1
Locked Body	Normal: 27 (12+15) Derivative: 20	Additional Effect	launch
Stun	Normal: 24 (10+14) Derivative: 18	CL値	Normal: 27 (12+15) Derivative: 20
		Critical	Normal: 130 (50+80) Derivative: 100

Throw an axe from the air at the ground to raise up a rock. For derived techniques, the rock also rises in the same way.

Saiga Kata
Psychic Art Saiga no Kata [→] Aerial ○ – Element Earth

Acquisition Requirement	Total Lv. of Stalwart Fighting	TP Consumption	22
Power	Normal: 300 (70×2 + 40×4) Life: 240 (80×3)	Number of Hits	Normal: 6 Life: 3
Staggered Body	Normal: 34 (9×2 + 4×4) Derived: 27 (9×3)	Additional Effect	launch
Stun	Normal: 34 (9×2 + 4×4) Derived: 27 (9×3)	CL値	Normal: 34 (9×2 + 4×4) Derived: 27 (9×3)
		Critical	Normal: 150 (45×2 + 15×4) Life: 120 (40×3)

Hits repeatedly to launch the enemy, then throws an axe for a follow-up. When derived, the axe spins and launches ener

Psychic Art Ground Maul [↓↓●] Air – Attribute: Earth

習得 Condition	"Lv.4"	TP Consumption	8
Power	Normal: 200 Derived: 160	Number of Hits	1
Hardened Body	Normal: 17 Derived: 14	Additional Effect	launch
Stun	Normal: 12 Derived: 10	CL値	Normal: 17 Derived: 14
		Critical	Normal: 80 Derived: 60

An axe bursts out of the ground and knocks enemies into the air. When used as a follow-up move, it repeats the same tra

Psychic Art Crimson Rhino [1] Aerial ○ Element Fire

習得 Condition	Lv.9	TP Consumption	16
Power	Normal: 252 (42×6) Follow-up: 180 (30×6)	Number of Hits	Normal: 1–15
Steel Body	Normal: 12 (26) Follow-up: 6 (1×6)	Additional Effect	attracher
Naitang	Normal: 18 (3×6) Follow-up: 12 (2×6)	CL値	Normal: 12 (2×6) Follow-up: 6 (1×6)
		Critical	Normal: 96 (16×6) Follow-up: 72 (12×6)

Throw a flaming axe. When used as a follow-up move, it flies slowly, homing in on the enemy.

Absorb Raven [↓] Aerial ○ Attribute: Wind

Acquisition Requirement	Lv. 12	TP Consumption	21
Power	Normal: 300 (60 + 40×6) HP: 240 (40×6)	Number of Hits	Normal: 7 Derived: 6
Bronze Body	Normal: 28 (10+3×6) Derived: 18 (3×6)	Additional Effect	launch
Stun	Normal: 21 (9+2×6) Derived: 12 (2×6)	CL値	Normal: 28 (10+3×6) Derived: 18 (3×6)
		Critical	Normal: 140 (50+15×6) Derived: 90 (15×6)

When the thrown axe hits an enemy, a whirlwind that pulls enemies in is generated. When derived, the whirlwind is gener

Psychic Art Meteor Drake [↓] Aerial – Element Fire

Acquisition Requirement	Lv. 30	TP Consumption	32
Power	Normal: 420 (50+40+330) Derived: 350 (2	Number of Hits	Usually 32
Physical	Normal: 30 (3+2+25) Derived: 26 (1+25)	Additional Effect	launch, Down
Stun	Normal: 21 (3+2+16) Derived: 17 (1+16) Critical	CL値	Normal: 30 (3+2+25) Derived: 26 (1+25)
		Critical	Normal: 210 (40+30+ 0) Life: 155 (15+140)

An axe thrown into the air flies to the ground and causes an explosion. In the derived form, it flies to the ground again and exp

Senransou Kata
Secret Skill Whirlwind Fire Claw Style Casting Time – Air ○ Element Fire

Acquisition Requirement	Santeru Grand Cathedral (p. 207) o	TP Consumption	–
Power	2500 (100×10 + 1500)	Number of Hits	11
Bronze Body		Additional Effect	
Stun	–	CL値	–
		Critical	1100 (10×11)

Adds fire to the massive tornado generated by the thrown blade, transforming it into a flaming tornado that incinerates e

Fusion Mystic Arte: Mistral Finale Casting Time – Air ○ Element –

Acquisition Requirement	Complete "Combination Secret Art"	TP Consumption	–
Power	4000 (1500+2500)	Hit Count	2
Bronze Body		Additional Effect	
Stun	–	CL Value	–
		Critical	200 (100×2)

Inez and Galad's Fusion Secret Art. The two throw punches simultaneously. Its power rivals that of Inez.

Meian Rengoku Retsusen
合体秘奥義 Púfēng Yuè Luóli Shǎn Casting Time – Air ○ Attribute – –

Acquisition Requirement	Clear "Fusion Secret Art"	TP Consumption	–
Power	4000 (95×6+130+550×6)	Number of Hits	13
Copper Body		Additional Effect	
Stun	–	CL値	–
		Critical	1300 (100×13)

Kuncite and Galad's Fusion Secret Art. The two strike in unison, trapping the enemy within a barrier of flame and darknes

Tactics

Change which enemy you target depending on the battle situation

Because they can use axe-throwing techniques and offensive mind arts, they can fight at both near and far ranges. You can launch close-quarters attacks to concentrate on the same enemy as your allies, or attack an enemy who is casting from a distance — adapt your actions flexibly according to the battle situation. In particular, when fighting powerful enemies it's dangerous for allies to cluster together, so it's best to keep you

Useful for interrupting enemies in the middle of actions. Techniques that throw the axe are good for targeting enemies at a distance.

If there is a large opening, such as when an enemy is stunned, It can also be good to try aiming at magic attacks.

Early-game knockdown tech combo

Twin Fang Slash → "Collapsed Assault Kick" → Mid-level attack → Twin Flame

In the early stages when you have few techniques and no artes, follow-up attacks that are easy to fit into combos, engage in close-quarters combat. After landing the first hit, "Twin Fang Slash", you must immediately follow up with "Collapsed Assault Kick".

Launched enemies tend to fall to the ground easily. Also, as with other combos, if you first land "Shiempshock" to lower the enemy's physical defense power, you can increase the damage you deal.

High-damage combo for the late game

Toubah Zesshōjin (Fighter Dominator: Mid-level Slash Blade) → Hu Paochuan → Demon Lord Earth Jaw Formation

Ground combo focused on maximizing damage. If you have enough TC available, start by landing moves like "Shiemu Shō" or "Messai Gōtotsu" to increase damage. Also, after the second mid-level attack, use another "To" derivative move to continue a hit-count-focused combo.

"Releasing 'Hajetsu Shōjin' is also effective. Additionally, attacks like 'Tiger' and 'Demon Lord' and 'Earth Jaw Formation' can greatly move enemies, so they are useful for distancing enemies from allies who are casting psychomagic

Mid-level attack: Smasher Fang Stance → Absorb Raven → Crimson Rhino

A combo that combines axe-derived techniques. It excels in both power and combo efficiency, and has the added advantage of being able to keep enemies launched into the air for a long time. If you want to further increase the number of hits, "Ab

Alternate between "Sow Braven" and "Crimson Rhino". If your TC is running low, you can finish the combo by landing the high-power "Meteor Drake" at the end.

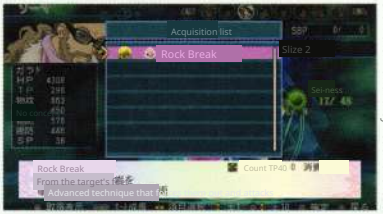
Video streaming on the web! Combo videos are being distributed on "Tales Channel+". Access from PC or smartphone! http://tales-ch.jp/

Prioritize learning Soma Build derived skills

Thrown-axe derivable skills have long range and are easy to use, so raise Guts and Sturdiness, which allow learning those skills. Next, raise Fighting Spirit

The axe-throwing move flew straight, with various trajectories such as spinning.

It's good to learn melee skills. Telepathy can wait until you obtain a Soma that raises Magic Attack, so develop Conviction afterward.



Faith is learned by acquiring "Rock Break". Grow them until they reach the level where they can do it.

・Spiria Parameters

Spill Level	Required	SBP Category	Acquired	Reference
Fighting Spirit (HP 2 / Physical Attack 1)	1	9 | Arts/Techniques	Twin Fang Slash	P.118
	2	15 Skills	Attack Feint	P.127
	3	22 "Skill/Spell	Looper Item	P.118
	4	30 Soma	Gut	P.125
	5	33 Skills	Combo Plus 1	P.128
	6	37 "Skill/Spell	Yixiong Flash	P.118
	7	42 Soma	Segujo	P.125
	8	48 Skills	Chase Up 1	P.129
	9	53 Ability Enhancement	SP+7	—
	10	59 "Skill/Spell	Wolf's Cry Sand Rain	P.118
	11	66 Soma	Bukka	P.125
	12	74 Skills	Chase Up 2	P.129
	13	83 | Artes/Techniques	Hu Paochuan	P.118
	14	93 Skills	Combo Plus 2	P.128
	15	104 Soma	Zebra	P.125
	16	116 [Artes	"Open Domination Absolute Thrust"	P.118
	17	168 Ability Enhancement	SP+6	—
	18	221 Soma	Prochione	P.125
	19	275 Skill	1 Damage	P.126
	20	330 Ability Enhancement	Physical Attack +20	—
Conviction (TP/ATK+1)	1	9 "Arts/Techniques	Fireball	P.117
	2	15 Skill	[Spell Keep	P.128
	3	22 Soma	Volpe	P.125
	4	30 "Arts & Techniques	Massive Rock	P.117
	5	33 Skills	Earth Rise 1	P.126
	6	37 Soma	Formica	P.125
	7	42 Arts & Techniques	Burn Strike	P.117
	8	48 Ability Enhancement	SP+5	—
	9	53 Skills	Speed Spell 1	P.128
	10	59 Soma	Tigre	P.125
	11	66 | Arts/Techniques	Rock Break	P.118
	12	74 Skills	Earth Rise 2	P.126
	13	83 Soma	Tarsio	P.125
	14	93 Skills	"Speed Spell 2	P.128
	15	104 Skills	Earthrise 3	P.126
	16	116 Ability Enhancement	SP+9	—
	17	168 "Soma	Cavallo	P.125
	18	221 Ability Enhancement	TP+30	—
	19	275 Skills	Energy Flow	P.127
	20	330 Ability Enhancement	ATK+20	—

"Rover Item"

Similar to Ines's "Vole Present," when the outstretched hand hits an enemy, there is a certain chance to steal an item. You may be able to steal items from enemies that raise parameters, such as "Lavender," and there is no particular drawback if you fail, so keep trying.

Chase Up 1

A skill that raises the attack CL value, making chase markers more likely to appear. If it becomes easier to transition into a Chase Link, you'll have more opportunities to attack unopposed, increasing damage and combo counts, so this is recommended. Combine it with Beryl's "Chase Energy" or Ines's "Chase Heal" and aim for Chase Links.

Spir	Level	Required SBP	Category	Acquired	Reference
Guts (HP46/Physical Defense 1)	1	9	Ability Enhancement	HP+100	—
	2	15	Ability Enhancement	SP+3	—
	3	22	Soma	Aripede	P.125
	4	30	"Skill/Spell	Ascending Claw Form	P.119
	5	33	Skills	Auto Move	P.127
	6	37	Arts & Techniques	Tempest Snake	P.119
	7	42	Soma	[Ortho	P.125
	8	48	Skill	Sub EX	P.128
	9	53	Skill	Repair Share	P.129
	10	59	"Arts/Techniques	Dance Tail Form	P.119
	11	66	[Soma	Becola	P.125
	12	74	Ability Enhancement	SP+7	—
	13	83	[Magic Skill	Explosive Horn Style	P.119
	14	93	Skills	Element Avoid	P.127
	15	104	Soma	Leone	P.125
	16	116	Skill	Guard Reduce	P.127
	17	168	Arts & Techniques	Calamity Hound	P.119
	18	221	Skills	Guard Avoid	P.127
	19	275	Soma	Giraffa	P.125
	20	330	Skills	Attack Rebel	P.127
Endurance (TPM/ Def 1)	1	9	Skills	Magic Guard 1	P.129
	2	15	Soma	Pitone	P.125
	3	22	Ability Enhancement	SP+3	—
	4	30	Arts/Techniques	Heel of Earth	P.117
	5	33	Skills	Counter Repair TP	P.127
	6	37	Skills	Earth Shield 1	P.126
	7	42	Soma	Shinmya	P.125
	8	48	Skills	Magic Guard 2	P.129
	9	53	Arts & Techniques	Barrier	P.117
	10	59	Soma	Mantide	P.125
	11	66	Skills	Earth Shield 2	P.126
	12	74	[Arts	Sharpness	P.117
	13	83	Skills	Feint Guard	P.129
	14	93	[Soma	Avvoltoio	P.125
	15	104	Ability Enhancement	SP+9	—
	16	116	Skill	Earth Shield 33	P.126
	17	168	Ability Enhancement	Defense +30	—
	18	221	Soma	Panthera	P.125
	19	275	Skill	Appease	P.127
	20	330	Ability Enhancement	TP+50	—
Stalwart (Physical ATK 14 / Magic ATK 16 / Magic DEF 1)	1	9	Skills	Exceed 1	P.127
	2	15	"Art"	Twin Flame Blade	P.119
	3	22	Soma	Carne	P.125
	4	30	[Arts	Ground Maul	P.120
	5	33	Ability Enhancement	SP+5	—
	6	37	Skills	Attack Break	P.127
	7	42	Arts/Techniques	Type	P.120
	8	48	Soma	Trello	P.125
	9	53	Arts & Techniques	Crimson Rhino	P.120
	10	59	Skill	Exceed 2	P.127
	11	66	Soma	Rinche	P.125
	12	74	Skills	Cross Active	P.128
	13	83	Arts/Techniques	Absorb Raven	P.120
	14	93	[Soma	Buffalo	P.125
	15	104	Arts/Techniques	Demon King's Jaw	P.120
	16	116	Skills	Soma-tize	P.128
	17	168	Skills	Exceed 3	P.127
	18	221	Soma	"Talba	P.125
	19	275	Arts/Techniques	Meteor Drake	P.120
	20	330	Ability Enhancement	SP +6	—

Heel of Earth

This mental magic gradually restores 30% of the HP of allies within range. For Galad, it is the only mental magic that can recover HP, so make effective use of it. The range is fairly large, so it's efficient to move to where allies are and heal multiple allies' HP at once. The learning requirement is simple—just raise Patience to level 4—so you'll want to have him learn it as soon as he joins. First Mai

Crimson Rhino

A technique that coats the axe in flames and throws it. Among Galad's techniques it has a high number of hits, and when branched it takes a trajectory that tracks the launched enemy, making it easy to land. If used while right up against an enemy it may only register one hit, so if you want to maximize its power, perform it from a position about 2–3 steps away.

Exceed 3

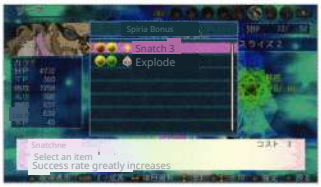
Maximum TC increases by 1, allowing more uses of techniques. Other allies can learn up to "Exceed 2", but only Galard can learn this "Exceed 3". The Soma Link required for sharing is quite high at 9, so for allies who need TC, you should proactively raise their Soma Links in advance.

Spiria Bonus

Spirit Parameters	Total Value	Category	Acquired	Reference
Guan Zhi Faith	8	Soma	Kabura	P.125
Guan Zhi Conviction	10	Skills	Snatch 1	P.128
Fighting Spirit Conviction	17	Skills	Snatch 2	P.128
Guan Zhi Conviction	24	Skills	Snatch 3	P.128
Fighting Spirit Conviction	32	Ability Enhancement	SP+8	—
Guan Zhi Conviction	36	Skills	Quarter Damage	P.127
Conviction Grit	7	Ability Enhancement	SP+4	—
Conviction Grit	12	Skills	Spell Lucky	P.128
Conviction Grit	17	Soma	Bizonte	P.125
Conviction Grit	23	Arts & Techniques	Explode	P.117
Conviction Grit	29	Arts & Techniques	Spiral Hawk	P.119
Conviction Grit	41	Skills	Get Angry	P.128
Grit Endurance	5	Skills	Counter Repair HP	P.127
Grit Endurance	14	Ability Enhancement	SP+6	—
Grit Endurance	20	Skills	Risk Resist	P.129
Grit Endurance	24	Soma	Rue	P.125
Grit Endurance	34	Skills	Risk Defense	P.129
Grit Endurance	37	Skills	Half Damage	P.129
Endurance Sturdiness	6	Skills	Counter Keep TC	P.127
Endurance Sturdiness	15	Arts & Techniques	Crimson Lotus Assault	P.119
Endurance Sturdiness	25	Ability Enhancement	SP+7	—
Endurance Sturdiness	30	Skills	Chase Act	P.129
Endurance Sturdiness	32	Soma	Rosetta	P.125
On-tai Gōken	35	Ability Enhancement	Defense +30	—
Gōken Kokorozashi	8	Arts & Techniques	"Collapsed Assault Kick"	P.118
Gōken Kankei	18	Arts & Techniques	Metsusai-San Totsu	P.118
Gōken Kokorozashi	26	Arts & Techniques	Saiga no Kata	P.120
Gōken Tōshi	33	Skill	Risk Attack	P.129
Gōken	40	Ability Enhancement	SP+9	—
Gōken Kankei	42	Soma	Rinoceronte	P.125

Snatch 1

"Using 'Rover Item' increases the chance of stealing items. The most effective skill, 'Snatch 3,' has a low cost of 3, making it easy to equip. To learn it, you need to trigger spirit bonuses for Fighting Spirit and Conviction, but if you grow the spirit parameters according to your training plan, you should naturally acquire it."



Rosetta

This Soma greatly increases magic attack. The increase to physical attack is somewhat lower, but thanks to a special effect that halves the enemy's physical defense when a normal attack hits, that drawback is not very noticeable. While equipping this Soma, activ ely use not only skills but also normal attacks to d

Soma Gallery

Astore	Gatto	Volpe	Aripede	Bitone	Carne
Kapra	Segujo	Formica	Orso	Shinmya	Trello
Bizonte	Bukka	Tigre	Becola	Mantide	Rinche

Soma Data

Acquisition Conditions

Name	Attributes	HP	TP	PhysicalAtk	MagicAtk	PhysicalDef	MagicDef	Luck	TC	Special Effect
Astore	—	0	0	74	52	0	0	0	3	—
Gatto	—	0	0	155	57	0	0	0	2	—
Volpe	—	0	0	93	190	0	0	1	4	—
Aripede	Light	120	0	124	76	10	0	0	3	Recover 10% HP when defeating an enemy
Bitone	—	0	15	112	100	0	10	0	3	—
Carne	—	0	0	118	105	5	0	0	3	—
Kabura	—	0	20	102	152	0	0	0	4	Recover 10% TP when defeating an enemy
Segujo	—	0	0	300	101	0	0	0	3	—
Formica	—	0	0	199	302	0	0	0	5	—
Orso		240	240	134	20		0	0	4	—
Shinmya	wind	0	30	239	176	0	20		0	4	Movement speed during battle is increased by 1.1×
Trello	—	0	0	228	185	10	0	0	4	Reduces TP cost of techniques by 10%
Bizonte	1 Lurid	0	25	204	269	0	0	1	5	—
Ukka	—	0	0	565	196	0	0	0	4	Defeating enemies fully restores TC
Tigre	—	0	0	375	587	0	0	1	6	—
Bekora	—	360	0	452	261	30	0	0	5	—
Mantide	—	0	45	394	342	0	30	0	5	There is a 5% chance to reduce the enemy's technique attack when a Reduce (it) by 30% for a certain period
Rinche	—	0	0	429	359	15	0	0	5	—
Rupo	—	0	35	398	522	0	0	0	6	—
Zebra	—	0	0	815	297	0	0	0	5	—
Tarsio	—	0	0	541	891	0	0	0	7	—
Leone	Fire	480	0	652		396	40	0	0	6	—
Avvoltoio	—	0	60	568	520	0	40	0	6	—
Buffalo	—	0	0	619	545	20	0	0	6	Recovers HP equal to 1% of the damage dealt to enemies
Rosetta	—	0	0	424	792	0	0	1	3	Normal attacks ignore 50% of the enemy's physical defense and deal damage
Prochone	—	0	0	1081	389	0	0	0	6	—
Cavallo	—	0	0	718	1166	0	0	0	8	Normal attacks have a 5% chance to reduce th e enemy's physical defense by 30% for a certain duration
Giraffa	—	600	0	865	518	50		0	0	7	—
Pantera	—	0	75	754	680	0		50	1	7	—
Talba	Water	0		0	822	713	25		0	0	7	—
Rinoceronte	—	0	55	796	1037	0	0	0	8	Recovers TP equal to 1% of damage dealt to enemies
Bestia	—	0	0	0	0	0	0	0	5	Physical and magical attack grow according to the number of enemie
Destiny	—	0	0	600	800	0	0	3	12	—

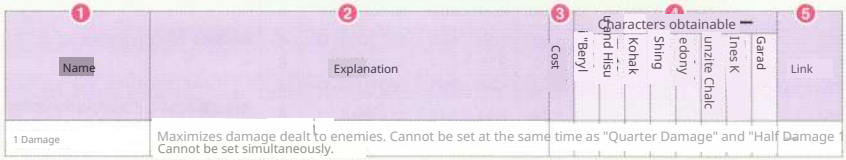
Garad

Skill Data

SKILL DATA

Lists the effects of 174 skills that characters can acquire. Check these alon g with each character's Soma Build acquisition requirements.

How to read the page



1 Name
Skill name. The ordering is numbers, letters, and the Japanese s yllabary. Unless otherwise noted, skills that differ only by a traili ng number, such as "TP Save 1" and "TP Save 2," cannot be set at the same time.

⊗Explanation
Skill effect.

3 Cost
The cost required to set a skill.

4 Characters that can acquire it
Characters that can acquire it are marked with "○".

5 Link
When the Soma Link between the skill learner and other characters increases to the value ind the skill can be shared, allowing characters other than the learner to use that skill.

Skill Data

Name	Explanation	Cost	Characters that can acquire it: Shing	Kohaku	Hisui	Beryl	Ines	Kukuntsait	Chalcedony	Garad	Link
1 Damage	Damage dealt to enemies becomes maximum. Cannot be set at the same time as "Quarter Damage" and "Half Damage".	1	○	○	○	○	○	○	○	○	—
HP Gain	When defeating an enemy, HP is recovered by 10% of the maximum value.	2	—	—	—	—	—	○	—	—	★1
TC Gain	When defeating an enemy, TC is fully restored to its maximum value.	4	—	—	—	—	—	○	—	—	★5
TC Converter	TC is no longer consumed, but TP consumption becomes five times the normal amount.	10	—	—	—	—	—	—	—	—	★MAX
TP Gain	When defeating an enemy, TP is recovered by 10% of the maximum value.	3	—	—	—	—	—	○	—	—	★3
TP Save 1	Reduces the TP cost of skills by 10%.	2	—	—	—	○	—	—	—	—	★3
TP Save 2	Reduces the TP cost of skills by 30%.	5	—	—	—	○	—	—	—	—	★6
TP Save 3	Reduces the TP cost of magical arts by 50%.	8	—	—	—	○	—	—	—	—	★9
Earth Shield 1	Reduces Earth-attribute damage you receive by 10%.	1	—	—	—	—	—	—	○	—	—
Earth Shield 2	Reduces Earth-attribute damage you receive by 30%.	3	—	—	—	—	—	—	○	—	—
Earth Shield 3	Reduces Earth-attribute damage you receive by 50%.	5	—	—	—	—	—	—	○	—	—
Earth Rise 1	Increases Earth-attribute attack damage by 10%.	1	—	—	—	—	—	—	○	—	—
Earth Rise 2	Increases Earth-attribute attack damage by 15%.	2	—	—	—	—	—	—	○	—	—
Earth Rise 3	Increases Earth-attribute attack damage by 20%.	3	—	—	—	—	—	—	○	—	—
Aqua Shield 1	Reduces Water-attribute damage you receive by 10%.	1	—	—	—	—	○	—	—	—	—
Aqua Shield 2	Reduces Water-attribute damage you receive by 30%.	3	—	—	—	—	○	—	—	—	—
Aqua Shield 33	Reduces damage taken from water attribute attacks by 50%.	5	—	—	—	—	○	—	—	—	—
Aquarize 1	Increases damage of water attribute attacks by 10%.	1	—	—	—	—	○	—	—	—	—
Aquarize 2	Increases damage of water attribute attacks by 15%.	2	—	—	—	—	○	—	—	—	—

Name	Explanation	Cost	Characters that can acquire it								Link
			Shing	Kohaku	Jade	cedony	unzite Chal	Ines K	abelite	Garad	
Aquarize 3	Increases damage of water attribute attacks by 20%.	3	—	—	—	—	○	—	—	—	—
Active Body	When you receive the effects of restorative artes or items that restore HP, the amount healed is increased by 5% compared to normal.	3	—	○	—	—	—	—	—	—	★9
Attack Feint	Physical attacks inflict 1.2 times the usual stun value.	3	○	—	—	—	○	○	—	○	—
Attack Rebel	Invincible while performing a Chase Link.	6	○	○	○	○	○	○	○	○	—
Attach Break	Adds the Break attribute to certain techniques. When this skill is set, a n icon will appear on the affected techniques in the Arts/Techniques screen.	2	○	○	○	○	○	○	○	○	—
Abyss	The Anger value you accumulate when you attack an enemy is reduce d by half. Cannot be set at the same time as "Get Angry".	3	○	○	○	○	○	○	○	○	—
Unlimited	When using an item, there is a 25% chance the item quantity will not decrease.	4	—	—	—	○	—	—	—	—	★MAX
Erase Magic	All effects of thought-based arts (mind arts) on you are nullified (including h ealing from allied characters).	6	—	—	—	○	—	—	—	—	★8
Invalid Attack	When hit by a physical attack, there is a 10% chance you will not be staggered.	2	—	—	—	—	○	—	—	—	★6
Invalid Magic	When hit by an attack using Thought Magic, there is a 10% chance you will no longer flinch.	2	—	—	—	—	—	—	—	—	★2
Weak Guard	There is a 50% chance to prevent the weakened status.	3	—	○	—	—	—	—	—	—	★4
Weak Bend	When attacking with a weakness attribute, the enemy's stagger duration is increased by 0.3 seconds.	2	—	○	—	—	—	—	—	—	★6
Wind Shield 1	Damage you receive from wind-attribute attacks is reduced by 10%.	1	—	—	○	—	—	—	—	—	—
Wind Shield 2	Damage you receive from wind-attribute attacks is reduced by 30%.	3	—	—	○	—	—	—	—	—	—
Wind Shield 3	Damage you receive from wind-attribute attacks is reduced by 50%.	5	—	—	○	—	—	—	—	—	—
Wind Rise 1	Wind-attribute attack damage is increased by 10%.	1	—	—	○	—	—	—	—	—	—
Wind Rise 2	Wind-attribute attack damage is increased by 15%.	2	—	—	○	—	—	—	—	—	—
Wind Rise 3	Wind-attribute attack damage is increased by 20%.	3	—	—	○	—	—	—	—	—	—
Air Cancel 1	You can cancel any attack action and use one additional jump.	3	—	—	—	—	—	—	○	—	★4
Air Cancel 2	You can cancel any attack action and use two additional jumps.	4	—	—	—	—	—	—	○	—	★7
Air Cancel 3	You can cancel any attack action and use three additional jumps.	5	—	—	—	—	—	—	○	—	★MAX
Aerial Force 1	Damage dealt to enemies while airborne increases by 10%.	2	—	—	—	—	—	—	○	—	★3
Aerial Force 2	Damage dealt to enemies while airborne increases by 30%.	4	—	—	—	—	—	—	○	—	★8
Aerial Voltage	When your attacks land 10 hits in the air, TC recovers by 2.	2	—	—	—	—	—	—	○	—	★1
Colleagues Who Protect Smiles	Through the bond between Ines and Galad, a combined Mystic Arte becomes available.	1	—	—	—	○	—	—	○	—	—
Exceed 1	Maximum TC increases by 1. Can be used together with "Exceed 2" and "Exceed 3".	2	○	○	○	○	○	○	○	—	—
Exceed 2	Maximum TC increases by 1. Can be used together with "Exceed 1" and "Exceed 3".	3	○	○	○	○	○	○	○	—	—
Exceed 3	Maximum TC increases by 1. Can be used together with "Exceed 1" and "Exceed 2".	5	—	—	—	—	—	—	○	—	★9
Energy Flow	TP is not consumed while in Chase Link.	8	○	○	○	○	○	○	○	○	—
Element Avoid	When hit by an elemental attack, there is a 10% chance to reduce the damage to 0.	4	—	—	—	○	—	○	○	○	—
End Repair HP 1	At the end of battle, HP is recovered by 10% of its maximum value.	2	—	—	○	—	—	—	—	—	★4
End Repair HP 2	Restores 20% of maximum HP at the end of battle.	3	—	—	○	—	—	—	—	—	★6
End Repair HP 3	Restores 30% of maximum HP at the end of battle.	5	—	—	○	—	—	—	—	—	★8
End Repair TP 1	Recovers an additional 5% TP at the end of battle.	3	—	○	—	—	—	—	—	—	★1
End Repair TP 2	Recovers an additional 10% TP at the end of battle.	4	—	○	—	—	—	—	—	—	★5
End Repair TP 3	Recovers an additional 15% TP at the end of battle.	6	—	○	—	—	—	—	—	—	★MAX
Auto Move	When a break attack knocks an enemy away, a Chase Move is automatically triggered.	2	○	○	○	○	○	○	○	○	—
All Guard	Prevents all status ailments with a 30% chance.	5	—	—	—	—	—	○	—	—	★9
Those Who Connect Feelings	Thanks to the bond power of Kunzite and Galado, a fused Mystic Arte be comes available. Guard Breaks become less likely to occur. Cannot be set at the same time as "Guard Reduce."	1	—	—	—	—	—	○	—	○	—
Guard Avoid		5	—	—	—	—	—	—	—	○	★MAX
Guard Up 1	Reduces physical damage taken while guarding by 10%.	2	○	—	—	—	—	—	—	—	★1
Guard Up 2	Reduces physical damage taken while guarding by 30%.	3	○	—	—	—	—	—	—	—	★4
Guard Up 3	Reduces physical damage taken while guarding by 50%.	4	○	—	—	—	—	—	—	—	★8
Guard Reduce	Makes guard breaks less likely to occur. Cannot be set at the same time a s "Guard Avoid".	3	—	—	—	—	—	—	—	○	★8
Counter Keep TC	After a guard counter succeeds, TC will not decrease for a certain period.	2	—	—	—	—	—	—	—	○	★2
Counter-Strike	Damage dealt during Guard Counter is increased by 50%.	2	—	—	—	—	○	—	—	—	★1
Counter Chase	The CL value dealt during Guard Counter is doubled.	3	—	—	—	—	○	—	—	—	★7
Counter Feint	Increases the chance to stun enemies when performing a Guard Counter.	3	—	—	—	—	○	—	—	—	★3
Counter Repair HP	Upon a successful Guard Counter, HP is recovered by 10%.	2	—	—	—	—	—	—	—	○	★1
Counter Repair TP	Upon a successful Guard Counter, TP is recovered by 10%.	2	—	—	—	—	—	—	—	○	★3
Sibling Bond	Thanks to the bond between Kohaku and Hisui, the Fusion Mystic Arte can be activated.	1	○	○	—	—	—	—	—	—	—
Quarter Damage	All damage dealt to enemies is reduced to one quarter.	1	○	○	○	○	○	○	○	○	—

Skill Data (continued)

Name	Explanation	Cost	Characters that can acquire it: Shing	Kohaku	Hisui	Beryl	Ines	Kunzite	Chalcedony	"Garad	Link
Gummy Master	When you use a gummy-type consumable item, the healing amount becomes 1.5 times.	5	—	—	○	—	—	—	—	★5
Critical	The chance for attacks to become critical increases by 10%.	4	—	—	○	—	—	—	—	★3
Grace	You will no longer flinch when taking damage during casting.	7	—	—	—	○	—	—	—	—
Cross Active	The chance for Cross Chase to trigger increases by 5%.	2	—	—	—	—	—	—	—	○	★5
Get Angry	The anger value you accumulate when attacking enemies is doubled. Cannot be set at the same time as "Abyss".	1	○	○	○	○	○	○	○	○	—
Combo Energy	Every time attacks hit 9 times, TP recovers by 1% of its maximum.	2	○	○	○	○	○	○	○	○	—
Combo Plus 1	For each copy of this skill set, you can perform one extra normal attack. Can be used together with "Combo Plus 2" and "Combo Plus 3".	2	○	○	○	○	○	○	○	○	—
Combo Plus 2	For each copy of this skill set, you can perform one extra normal attack. Can be used together with "Combo Plus 1" and "Combo Plus 3".	4	○	○	○	○	○	○	○	○	—
Combo Plus 3	Sets the number of times this skill is equipped to allow one extra normal attack per set. Can be used together with "Combo Plus 1" and "Combo Plus 2".	6	○	—	—	—	—	—	—	—	★7
Combo Voltage	When attacks hit 12 times, TC recovers by 2.	2	○	○	○	○	○	○	○	○	—
Combo Repair	Every time attacks hit 9 times, HP recovers by an amount equal to 1% of the maximum HP.	2	○	○	○	○	○	○	○	○	—
Best Friend Ever	The bond between Kohaku and Beryl enables a fused Mystic Arte to be executed.	1	—	○	—	○	—	—	—	—	—
Mutually Supportive Comrades	The bond between Shing and Chalcedony enables a fused Mystic Arte to be executed.	1	○	—	—	—	—	—	○	—	—
Survive	If you would receive an attack that would reduce HP to 0 while guarding, you will always remain at 1 HP.	4	—	—	—	—	—	—	—	—	★MAX
Sub EX	Experience points gained are not reduced even if the character is in the sub-party.	2	○	○	○	○	○	○	○	○	—
Support Extend	When affected by support-type psychamagic, its duration is increased by 1.3×.	2	—	—	—	—	—	—	○	—	★5
Thunder Shield 1	Reduces lightning-attribute damage received by the user by 10%.	1	○	—	—	—	—	—	—	—	—
Thunder Shield 2	Reduces lightning-attribute damage received by the user by 30%.	3	○	—	—	—	—	—	—	—	—
Thunder Shield 3	Reduces lightning-attribute damage received by the user by 50%.	5	○	—	—	—	—	—	—	—	—
Thunder Rise 1	Increases lightning-attribute attack damage by 10%.	1	○	—	—	—	—	—	—	—	—
Thunder Rise 2	Increases lightning-attribute attack damage by 15%.	2	○	—	—	—	—	—	—	—	—
Thunder Rise 3	Increases lightning-attribute attack damage by 20%.	3	○	—	—	—	—	—	—	—	—
Seal Guard	Has a 50% chance to prevent the sealed status.	4	—	—	○	—	—	—	—	—	★5
Steel Rend	When a critical hit occurs, the amount of armor (steel body) reduction dealt to the enemy is tripled.	6	—	—	—	—	—	—	—	—	★MAX
Status Guard	It will no longer cause negative status changes.	4	—	—	—	—	—	○	—	—	★8
Step Cancel 1	You can cancel any attack action and use the front step once.	3	○	—	—	—	—	—	—	—	★3
Step Cancel 2	You can cancel any attack action and use the front step twice.	4	○	—	—	—	—	—	—	—	★6
Step Cancel 3	You can cancel any attack action and use the front step three times.	5	○	—	—	—	—	—	—	—	★9
Stone Guard	Prevents petrification with a 50% probability.	4	—	—	—	—	○	—	—	—	★2
Snatch 1	Increases the success rate of steal-type item techniques by 3%.	1	—	—	—	—	○	—	—	○	—
Snatch 2	The success rate of steal-type techniques increases by 5%.	2	—	—	—	—	○	—	—	○	—
Snatch 3	The success rate of steal-type techniques increases by 10%.	3	—	—	—	—	○	—	—	○	—
Speed Spell 1	Casting time is reduced by 5%.	2	—	○	○	○	—	○	○	○	—
Speed Spell 2	Casting time is reduced by 10%.	3	—	○	○	○	—	○	○	○	—
Speed Spell 3	Casting time is reduced by 15%.	4	—	○	—	○	—	—	—	—	—
Spiral Upper	Spell gauge fill rate increases by 20%.	5	—	—	—	—	—	○	—	—	★7
Spell Keep	When a cast is interrupted by taking enemy damage, or when you interrupt your own cast, for the same art only, begin casting again from the interrupted state.	3	—	○	○	○	—	○	○	○	—
Spell Lucky	There is a 20% chance that the TP cost of the thought-art becomes 0.	2	—	○	○	○	—	○	○	○	—
Secure Guard	If you guard just before an enemy attack, the damage becomes 0.	6	—	—	—	—	○	—	—	—	★9
Somatize	Soma Link value gained in battle is increased by 50%.	4	○	○	○	○	○	○	○	○	—
Dark Shield 1	Reduces damage taken from dark-element attacks by 10%.	1	—	—	—	—	—	○	—	—	—
Dark Shield 2	Reduces damage taken from dark-element attacks by 30%.	3	—	—	—	—	—	○	—	—	—
Dark Shield 33	Reduces damage taken from dark-element attacks by 50%.	5	—	—	—	—	—	○	—	—	—
Dark Rise 1	Increases dark-element attack damage by 10%.	1	—	—	—	—	—	○	—	—	—
Dark Rise 2	Increases dark-element attack damage by 15%.	2	—	—	—	—	—	○	—	—	—
Dark Rise 3	Increases dark-element attack damage by 20%.	3	—	—	—	—	—	○	—	—	—
Time Adcross	Chase Link extension time when Cross Chase is activated is increased by 50%.	2	—	—	—	—	—	—	○	—	★6
Time Ad Hit	Chase Link extension time on attack hit is increased by 25%.	3	○	—	—	—	—	—	—	—	★5
Time Admove	Chase Link extension time during Chase Move is increased by 20%.	3	—	—	○	—	—	—	—	—	★7
Down 1	Downed enemies' down time from attacks is increased by 1.5×.	2	—	—	—	—	○	—	—	—	★4
Down 2	Enemies downed by attacks have their down time doubled.	3	—	—	—	—	○	—	—	—	★8

Name	Explanation	Cost	Characters that can acquire it								Link
			Shing	コハク	Hisui	nes	Beryl	Kukurtsait	Chalcedony	Garad	
Chase Act	While in Chase Link, only Chase Finish can defeat enemies.	1	○	○	○	○	○	○	○	○	—
Chase Up 1	CL value dealt to enemies is increased by 25%.	4	—	—	—	—	—	—	—	○	★4
Chase Up 2	CL value dealt to enemies is increased by 50%.	6	—	—	—	—	—	—	—	○	★6
Chase Energy	At the start of a Chase Link, TP is recovered by 20% of its maximum.	3	—	—	—	○	—	—	—	—	★7
Chase Heal	At the start of a Chase Link, HP is recovered by 30% of its maximum.	3	—	—	—	—	○	—	—	—	★5
Destroy	The armor (steel body) reduction value dealt by attacks is 1.5 times normal.	8	—	—	—	—	○	—	—	—	★MAX
Hard Shot	When a critical attack lands, the enemy's stagger duration is extended by 0.5 seconds.	3	—	—	○	—	—	—	—	—	★2
Half Damage	All damage dealt to enemies is halved.	1	○	○	○	○	○	○	○	○	—
Encouraging Companions	Thanks to the bond between Shing and Beryl, the combined Secret Ultimate Art can be activated.	—	○	—	—	—	○	—	—	—	—
Paralyze Attack	When a normal attack hits, there is a 5% chance to inflict paralysis on the enemy.	8	—	—	—	—	—	○	—	—	★4
Paralyze Guard	Has a 50% chance to prevent paralysis.	3	—	—	—	○	—	—	—	—	★2
Fast Item 1	Item usage lockout time after using an item is reduced by 15%.	2	—	—	—	○	—	—	—	—	★1
Fast Item 2	Item usage lockout time after using an item is reduced by 30%.	4	—	—	—	○	—	—	—	—	★4
Fast Item 3	Item usage lockout time after using an item is reduced by 50%.	6	—	—	—	○	—	—	—	—	—
Finish Plus	If a Chase Link continues for 15 seconds or more, the power of the Chase Finish becomes 1.5×.	2	—	○	—	—	—	—	—	—	★3
Feint Up	The duration when an enemy is stunned becomes 1.5×.	2	—	—	○	—	—	—	—	—	★1
Feint Guard	Will no longer be stunned.	5	—	—	—	—	—	—	—	○	★7
Feint Crease	Attacking a stunned enemy deals double damage.	3	—	—	○	—	—	—	—	—	★9
Phoenix	Once per battle, you will definitely be revived from a KO state with HP restored to 20% of the maximum.	6	—	○	—	—	—	—	—	—	★7
Flare Shield 1	Reduces damage you take from fire-element attacks by 10%.	1	—	○	—	—	—	—	—	—	—
Flare Shield 2	Reduces damage you take from fire-element attacks by 30%.	3	—	○	—	—	—	—	—	—	—
Flare Shield 3	Reduce fire-attribute damage taken by self by 50%.	5	—	○	—	—	—	—	—	—	—
Flare Rise 1	Fire-attribute attack damage is increased by 10%.	1	—	○	—	—	—	—	—	—	—
Flare Rise 2	Fire-attribute attack damage is increased by 15%.	2	—	○	—	—	—	—	—	—	—
Flare Rise 3	Fire-attribute attack damage is increased by 20%.	3	—	○	—	—	—	—	—	—	—
Heavy Magic	Casting time of offensive mind arts is increased by 20%, but damage dealt by mind arts becomes 1.25×. Cannot be set at the same time as "Light Magic".	3	—	—	—	○	—	—	—	—	—
Poison Attack	When a normal attack hits, there is a 5% chance to inflict poison on the enemy.	8	—	—	—	—	—	○	—	—	★2
Poison Guard	Prevents Poison status with a 50% probability.	2	○	—	—	—	—	—	—	—	★2
Magic Avoid	There is a 5% chance that damage from mind arts will be set to D.	3	—	○	○	○	—	—	○	—	—
Magic Guard 1	Reduces mind-art damage received while guarding by 10%.	2	○	○	○	○	○	○	○	○	—
Magic Guard 2	Reduces mind-art damage received while guarding by 30%.	3	○	○	○	○	○	○	○	○	—
Magic Guard 3	Reduces mind-art damage received while guarding by 50%.	4	—	○	—	—	—	—	—	—	★4
Magic Feint	Attacks using mind arts inflict 1.5× the stun value on enemies.	4	—	○	○	○	—	—	○	—	—
Weaver of the Future	Thanks to the bond between Shing and Kohaku, the Fusion Secret Art can be activated.	—	○	○	—	—	—	—	—	—	—
Light Shield 1	Reduces damage taken from Light-element attacks by 10%.	1	—	—	—	—	—	—	○	—	—
Light Shield 2	Reduces damage taken from Light-element attacks by 30%.	3	—	—	—	—	—	—	○	—	—
Light Shield 3	Reduces damage taken from Light-element attacks by 50%.	5	—	—	—	—	—	—	○	—	—
Light Magic	Casting time for offensive Spirit Arts is reduced by 30%, but the damage dealt by Spirit Arts is halved. Cannot be set at the same time as "Heavy Magic".	2	—	—	—	○	—	—	—	—	—
Light Rise 1	Light-element attack damage is increased by 10%.	1	—	—	—	—	—	—	○	—	—
Light Rise 2	Light-element attack damage is increased by 15%.	2	—	—	—	—	—	—	○	—	—
Light Rise 3	Light-element attack damage is increased by 20%.	3	—	—	—	—	—	—	○	—	—
Lucky Avoid	5% chance to reduce damage from physical attacks to 0.	3	○	—	—	—	○	○	—	○	—
Lucky Key Be	When hit by an attack that would cause incapacitation, there is a 10% chance you will not be incapacitated and will instead remain with 1 HP.	3	—	—	—	—	—	○	—	—	★6
Runner 1	Movement speed in battle becomes 1.1×.	2	—	—	—	—	—	—	○	—	★2
Runner 2	Movement speed in battle becomes 1.3×.	5	—	—	—	—	—	—	○	—	★9
Risk Attack	When HP is 25% or below, physical attack power becomes 1.2×.	2	○	—	—	—	○	—	○	○	—
Risk Defense	When HP is 25% or below, physical defense becomes 1.2×.	2	○	○	○	○	○	○	○	○	—
Risk Magic	When HP is 25% or below, magical attack power becomes 1.2×.	2	—	○	○	○	—	○	—	—	—
Risk Resist	When HP is 25% or below, magical defense becomes 1.2×.	2	○	○	○	○	○	○	○	○	—
Revival	When incapacitated, there is a 25% chance to be revived with 10% of maximum HP restored.	4	—	—	—	—	○	○	—	—	—
Repair Share	When using a mind technique that restores HP, the user's own HP is also recovered by 5% of the maximum HP.	2	—	○	○	—	—	—	—	○	—
Repair Plus	The amount recovered by HP-restoring mind techniques used by the user is increased by 5%.	3	—	○	○	—	—	—	—	—	—

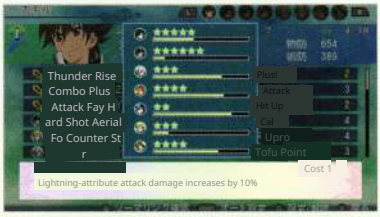
Party Formation, Tactics, and Skills

ORGANIZING THE PARTY&STRATEGY,SKILL

Up to four people can participate in battle. By understanding each member's traits and arranging formations, tactical orders, and skill sets accordingly, you can gain the upper hand in fights.

Party formation according to combat style

In battle, pick a main party of up to four from the full roster of eight characters. Each character has strengths such as physical attacks or magical attacks, and who you add changes how battles unfold. Below are example formations by combat style—use them as a reference to create your own party. A balanced type that can handle various enemies is recommended.



There is also the option to form a party with allies you want to raise the Soma Link with.

Example of Party Formation

Balance Type

Shing　Ines, Hisui, Beryl Physically strong Shing and Ines move to the front to engage enemies with attacks, while Hisui provides support from the rear with healing spirit artes. Beryl applies beneficial status changes to allies with support-type spirit artes and, at appropriate times, unleashes powerful spirit artes. This formation has a good balance of offense and healing and can execute both physical and artes attacks, making it effective against any foe.

Recovery Type

Shing　Kohaku　Hisui　Chalcedony

A formation aimed at preventing incapacitation even in fights against powerful enemies. Make Shing the player-controlled character and compose the other three members from characters who can use healing artes. Since everyone except Shing can use abilities like "Raise Dead" or "Anti-Magic," this becomes a foolproof setup that can recover not only from incapacitation but also from status ailments and state changes.

術 Attack type

Kohaku, Kunzite, Beryl, Chalcedony A party composed only of allies who can learn advanced artes in the attack category; it delivers tremendous power against enemies with low artes defense. To prevent spellcasting from being interrupted by being hit, designate one of the four as a physically strong character and either control them yourself or set their tactic to Support Battle so they protect allies during casting.

Combo type

Kohaku Hisui Kunzite, Galard A formation focused on increasing the number of hits by gathering allies who can unleash techniques that rack up many hits, thereby increasing combo counts. By instructing allies to target enemies with reduced HP or the same enemy as the player-controlled character, you can concentrate your attacks. Kohaku, Hisui, and Galard can all use healing spirit artes, but since you want them to focus on offense, cover healing with items.

Set tactics to determine allies' actions

Among the main party, allies other than the player-controlled character act automatically according to preassigned tactics. If no tactics are set, they will mindlessly attack without considering remaining TP or which enemy to target. Refer to the examples below and assign tactics that suit each role.

At the bookstore, Yu

Conditions for Acting First: 2
Set in detail

Buy the book that can be

can do.

Example of mission instructions

Physical attack role

The basic actions for characters who attack with techniques are better set to either power-focused combat or action-count-focused combat as a tactical instruction (basic actions). When exploring a dungeon as the basic action, set TP consumption moderately to conserve TP for action-count-focused combat. In boss fights, set it to unlimited so they can fight at full power. For priority actions, if you specify targeting enemies with reduced HP, you can quickly defeat them one by one.

Attack Balance	TP Consumption
Balanced way	Moderate

Example of Tactical Instructions (Priority Actions)

Priority Action	Target Conditions	Self Conditions
Fortify your defense	The nearest enemy	HP<30%
Attack	An enemy casting a spell	No condition
Attack	Enemy with HP <50%	No condition
Attack	Nearest enemy	No condition

Characters Suited for Skill/Technique Offense

Magic attacker

Example strategy instructions to prevent spirit art casting from being interrupted when attacked by enemies (Basic actions): The key is to have them fight at a distance from enemies so their spirit art casting isn't interrupted. For the attacker's basic actions, set the priority to use the most powerful spirit art. Also, because spirit arts will be used frequently, TP consumption is expected to be high. Configure them to recover TP with items themselves. Example strategy instructions (Priority actions): Priority actions

Attack balance	TP Consumption
Only spirit arts	Moderate

	Target condition	Self Conditions
Hold your defense	Nearest enemy	HP<30%
Fight at ranged distance	Self	No condition
(Name of powerful spirit art)	Fastest enemy	No condition
Orange Gummy	Self with TP <30%	No condition

Characters suitable for the magic attacker role

Recovery Support Role

Set basic actions to Recovery Combat so they can quickly heal when needed and minimize attack actions. Then, use Priority Actions to finely set the conditions for using healing artes. Note that Hisui can use mind artes like "Nurse" that heal the entire party, so it's useful to raise the priority of those actions in the priority settings.

Example strategy commands (Basic Action)

Basic Action	Attack Balance	TP Consumption
Recovery Route	Balanced	Moderate

Example strategy commands (Priority Action)

Priority Action	Target Conditions	Self Conditions
	Target Conditions	
Nurse: party HP < 50%		No condition
Apple Gummy: own HP < 60%		No condition
First Aid: ally HP < 60%		No condition
Artes that cure status: single ally		No condition

Characters suited for healing/support roles

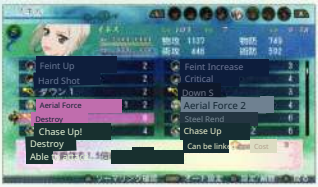
Set skills optimal for the role

There are many types of skills, but a character's SP is

Because they are limited, you need to choose which skills to set.

When choosing skills that suit your allies' combat styles, carefully select Skill 2 and set them without waste; this is important.

Since that is the case, refer to the following examples of role-based skill sets and plan each character's skill composition accordingly.



With Soma Link

The shared skills are all highly effective.

Example role-based skill sets

Physical attack role

Example: Shing

Prioritize skills that strengthen TP and TC so you can unleash powerful techniques repeatedly. Also, to increase the power of thought-based arts, equip attribute-damage-enhancing skills such as "Thunder Rise." If you have spare SP, it's also useful to set "Down."

● Recommended skills

Name	Explanation
Exceed-type	Increases TC. Set up to "Exceed 3," and if you combine it with a Soma that has higher TC, you'll have less worry about TC running out.
Combo Energy	When a combo connects with 9 or more hits, TP recovers by 1% of the maximum. Physical attackers tend to produce many hits, so equip this. For skills that boost elemental damage like "Thunder Rise," just equip the ones that the character has learned. The time an enemy stays down is multiplied by 1.5. Because it makes follow-up attacks easier after knocking an enemy down, it's convenient to have.
○○Rise-type	
Down	
Destroy	Multiplies the amount of steel-body (stagger) damage dealt by attacks by 1.5. When facing strong enemies with high steel-body who are hard to stagger, you definitely want to equip this.

Magic attack

Example: Beryl

To be able to resume casting from where it was interrupted, "Spell Keep" is essential. In addition, having "Speed Spell" will make it even more reliable to cast mind magic. If you have spare SP, equip "Spell Lucky" to reduce TP consumption from mind magic even a little.

● Recommended skills

Name	Explanation
Spell Keep	Even if casting is interrupted by an attack, you can resume casting the same mind magic from where it left off. This is essential when using long, advanced spells.
Speed Spell-type	Reduces mind magic casting time. With "Speed Spell 2," casting time is reduced by as much as 10%, so the effect is quite large. Reduces TP consumption. Only Beryl can learn this, but if you raise Soma Link, other characters can use it as well.
TP Save-type	
Spell Lucky	20% chance that the TP cost of mind magic becomes 0. The cost is low at 2 and it's an easy option, so if you have spare SP, equip it.
Magic Feint	Makes it easier to stun enemies with magic attacks. When an enemy is stunned, the duration is multiplied by 1.5 — use it together with "Feint Up" to equip this.

Recovery Support

Example: Hisui

If chanting is interrupted, recovery may not complete in time and allies can easily fall in battle, so "Spell Keep" and "Speed Spell" are essential. If you also want to use items for recovery, set up so Beryl can share and equip "Gummy Master" and "Fast Item" that she learns. ● Recommended Skills

Name	Explanation
Spell Keep	Even if chanting is interrupted, you can continue chanting the same mental technique from where you left off. Set this to ensure you can reliably cast healing mental techniques.
Speed Spell-type	To quickly heal allies, be sure to equip "Speed Spell" as well. Hisui can learn it at Faith Lv. 8.
Ribea Plus	The recovery amount of healing mental techniques you use is increased by 5%. The effect is greater for higher-value healing techniques.
Gummi Master	The effects of gummy-type items become 1.5 times stronger. Beryl learns this, so raise the Soma Link to be able to set it.
Fast Item	If you set "Gummy Master," this is a skill you'll want to use alongside it. This is also learned only by Beryl, so increase the Soma Link.

Combo Specialist Role

Example: Kunzite

Use "Combo Plus" for normal attacks and "Exceed" to increase TC and raise the number of hits. If you also use skills that restore TC or TP based on hit count, it becomes even easier to chain techniques. If you aim for the 150-hit title, "1 Damage" is also recommended. Recommended Skills

Name	Explanation
Combo Plus Type	Set this to increase the number of normal attack hits. Note that "Combo Plus 3" is learned by Shing, but it can be shared via Soma Link. To increase attack count, be sure to set "Exceed." However, only Galado can learn up to "Exceed 3."
Exceed-type	
Combo Voltage	When a combo reaches 12 hits, TC recovers twice. This is a useful skill for combo-focused roles that use many special techniques and mind arts.
Combo Energy	When a combo of 9 hits or more connects, TP recovers by 1% of its maximum value. Since TP consumption becomes intense, set this skill.
1 Damage	At first glance this may seem like a disadvantageous effect, but if you want to rack up hit counts, it's crucial with this skill not to kill the enemy.

TALES OF HEARTS R
OFFICIAL COMPLETE GUIDE

STORY 3

Story

Story Walkthrough

STORY

Explains the path to the ending using a flowchart. It also lists th e timing of sub-events and skits, as well as enemy data.

How to read the page

At this stage Beryl joins the party. Beryl is a char acter skilled in telepathy, and is suited to exploitin g enemy weaknesses with a variety of elemental ar ts. However, her HP is relatively low, so set her for mation position to the rear in tactics and have her attack from as long a distance as possible.

● Types of Maps
Indicates whether the map being covered on that page is a town or a dungeon. If both a town and a dungeon are being covered at the same time, both indicators will be lit.

2 World Map
Indicates where the map being攻略中 is located on the world map. For towns it is displayed as , for dungeons as , and if two or more maps are being攻略ed simultaneously, each map name is listed. Also, if a town and a dungeon are in the same location, the town notation is given priority.

3 Map name
Name of the main map being攻略ed on that page.

●Synopsis
Summary of the story.

5 Page listing skit and sub-event data
Indicates where the skit and sub-event data shown in the flowchart are published.

6 Story flowchart
A series of steps to advance the story. Numbers for steps correspond to icons on the map. Steps that include event battles are marked with the BATTLE icon, steps that involve solving complex mechanisms are marked with the GIMMICK icon.

7 Detailed information
Information such as skits and sub-events that occur when performing that step, and items that can be obtained. The meanings of each item are as follows.

Companions.... Characters who join, accompany, and leave in that order

Items ···· Items obtainable by that procedure

Titles ···· Titles obtainable by that procedure

Soulmarriage Link (Soma Link) ···· By that procedure, the Soma Link value between the listed characters increases by the indicated amount. If the Soma Link value increases with all other party members, it is shown as "Shing ⇔ All." If the Soma Link value increases among all party members with each other, it is shown as "All ⇔ All."

Sub-event ···· Sub-events that occur by that procedure. Icons colored red indicate sub-events with no end period; icons colored blue indicate sub-events that have an end period.

Skit ···· Skits that occur by that procedure

8 Strategy Advice
Advice for carrying out that procedure.

9 Enemy Data
Simple data for enemies appearing on the map being攻略ed. In addition to name, HP, defense, and elemental resistances, it lists the types of status abnormalities that enemies may inflict with their attacks. Elemental resistances are color-coded: attacks of red-colored elements deal increased damage, while attacks of blue-colored elements deal reduced damage.

10 Map
Maps of towns and dungeons. The meanings of the icons placed on the map are as follows.

START ····· Corresponds to the "Story Flowchart" and the starting point

1 ····· Location where the steps of the "Story Flowchart" are carried out

MAP1 ····· Map number as defined in this document

a ····· Connections between maps. Matching letters of the alphabet indicate connected maps; when a connected map is not shown within the same spread, the reference page is listed.
a ▶P000

To field Indicates connections to fields or other maps

····· • Locations where items can be obtained. Corresponds to the "① Obtained Items List"

001 001 P01 P01 W01 ····· • Locations where sub-events occur and where the Wonder Chef and people who give presents can be found. If there is no end period they are shown in red; if there is an end period they are shown in blue. Note that there may be sub-events placed in that map which do not occur the first time you visit the map, so please also refer to the sub-event list starting on P.288 for occurrence timing.

····· • Memory circles. Those that fully restore HP and TP and revive from incapacitation are shown in green; those that only allow saving are shown in yellow

····· Item Shop

····· Armor shop

····· Bookstore

····· • The location of Citrine, who is collecting Namco Coins (P.314)

11 Obtained Items List
Items and gald that can be obtained from treasure chests and the like on that map. Each location corresponds to an icon placed on the map. The icon next to an item name indicates the item's category, with each meaning as follows.

·····Consumable items
····· • Armor • Body
····· • Armor Head
····· • Accessories
····· • Ingredients
····· • Valuables
.....Gald

12 GIMMICK Walkthrough
Explains how to solve complex mechanisms found inside dungeons.

13 BATTLE Walkthrough
Explains strategies for event battles. Also, when fighting rare monsters or powerful foes, brief data may sometimes be provided.

World Map

WORLD MAP

The various map data for the adventure setting are divided into three types and lis ted. Please refer to each set of data for gameplay reference.

Town & Dungeon Data

represents a town and represents a dungeon, and the position these locations occupy on the world map Indicates whether it exists.

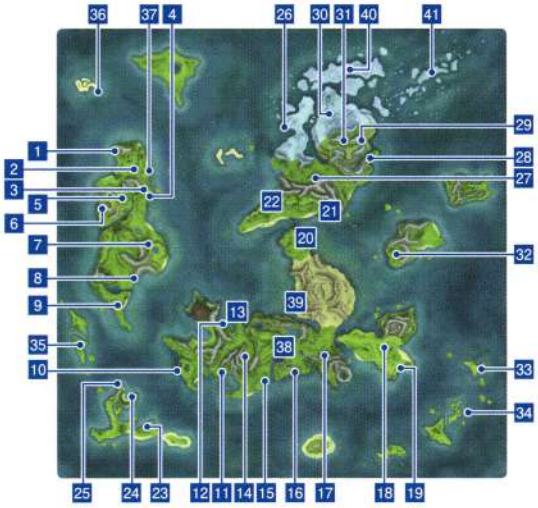
1 T The quiet fishing village Sheeple
D Kohaku's Spillmaze
2 D Sheeble Forest
3 T Riverside Town Kyunos
4 D Lagos Stalactite
D Yucres' Spilmaze
5 D Twilight For
6 T Rest Hut
7 T Hanzela, the Trading Town
D Beryl's Spillmaze
B D Trembling Mountain
19 T Hanzela Coast
10 T South Penderock Port
11 T West Old Mine Port
12 T Goose, the Healing Village
13 T Goose Beach
14 D Andel Tunnel
D Triverse Gate A (Andel Mine)
15 T South Old Mine Port
T Imperial Capital Estrega
16 D Chalcedony's Spillmaze
D Max Castle

17 T Shallow, the Lakeside Capital
18 T Odette Water Gate
D Marin's Spill Maze
19 T Yurayo, the Entertainment City
20 D Hero's Tower Kingcross
21 East Old Mine Port
22 T Shoreline Training Ground
23 D Lignator Garrison
24 D Dowsmore Back Road
25 D Imperial Capital
26 T Sand Sea Rest A
D Scheherah Desert
27 D Trivers Gate A (Scheherah Desert)
T Bridge-top Holy City Prans
28 D Santex Cathedral
29 T Secret Base
30 T West Marquis Port
31 Seminavitz Port
32 T Fog Village Reep
D Zirconia's Spillmaze
33 T Reave Forest
34 T North Marquis Port

35 T Shelter Hut
36 D Mount Raimei Preme
37 T Sky Village Blanche
D Spillmaze of Sinhala Painting
38 T Hidden Village Norquin
D Artificial Consciousness Sandr
39 D Vel Volcano
40 T Cave Inlet
41 T Cat Island
42 T Nameless
43 T Hideout
T Transit Port
D Mobile Crystal Castle Sandrion
D Crystal
44 Crystal City Wandaridel
D Tower of Hope Jackseed
T Observation Base Rapu
D Salvation System Gardenia
45 T e's Gate B

Item markers located on the world map

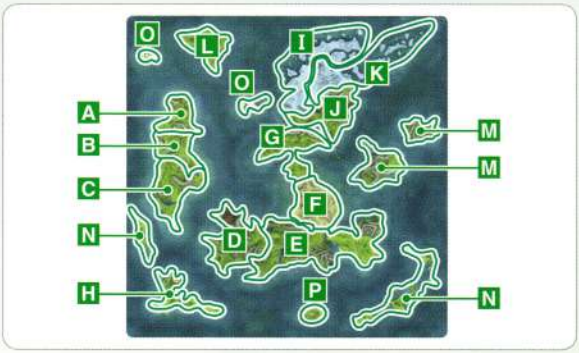
Introduces the positions of item marker data cards and the items that can be obtained.
A brief explanation is also provided regarding their locations.



1 Namcoin	The beach you reach by leaving Sheeple and heading to the right
2 Apple Gummies ×2	The clifftop visible immediately after exiting Sheeple
3 Savory	The dead end you reach by leaving Sheeple and heading to the left
4 Salt ×6	The dead end you reach after crossing the bridge from Cynos toward the Twilight Forest and heading to the left
5 Lavender	The dead end beyond Cynos after passing through the Lagos Cavern
6 Namcoin	The dead end reached by taking the left fork on the way from Cynos toward the Lagos Cavern
7 Chicken ×5	The upper point that comes into view around the bridge on the way from Cynos to the Twilight Forest. From the front, go around to the left
8 Mixed Gummy ×2	Below the cliff straight ahead after leaving Henzera
9 Namco Coins	After leaving Henzera and crossing the bridge, around the fork between Mount Grim and the harbor
10 Chamomile	Straight ahead after leaving Goose, beyond the pond On the upper side
11 Daikon ×3	After leaving Goose and crossing the bridge, near the Andeel mine tunnel
12 Namcoin	Exit Goose, cross the bridge and head left; dead end on the west side ahead
13 Verbena	Exit Goose, cross the bridge and head left; dead end on the east side ahead
14 Mushroom ×5	Just north through the Andaal Mine on Estrega's side, visible above
15 Namco Coins	Exit Estrega, cross the right bridge and head left Exit Estrega and head left toward the sea to the dead end
16 Eggs ×4	
17 Sage	Exit Shallow and head left, beyond the pond
18 Life Bottle ×2	Just above the exit from Yaraio
19 Namcoins	Under the cliff to the right after exiting East Old Mine Port
20 Nam Coins	Immediately after exiting Pransoule toward the desert
21 Strawberries ×5	Go north through Pransoule and the right-hand path is a dead e
22 Nam Coin	Go north through Pransoule, then turn left after the gap straigh
23 Nam Coin	From Seminavitz Port, head to the right
24 Saffron	Exit Reve, cross the bridge, and head to the left The eastern beach
25 Namcoin	Exit Rave and cross the bridge, then head left to the west beach
26 Waterstone of Thought	Go left after leaving North Marquis Port
27 Namcoin	West from the southern shelter of Mount Ohyama Breme
28 Sage	East of Mount Raimei Breme
29 Treat	From Blange toward the Nokein side, go right and then ahead to the upper area
30 Namcoin	Immediately after leaving Nokein
31 Specific	From Blange toward the Nokein side, go right and then ahead
32 Namco Coins	Southwest of the cave inlet
33 Red Verbena ×2 — small island northeast of the hideout 3	
	4 Namcoin — small island northeast of the hideout
35 Red Chamomile ×2 — plateau on the western islet of South Pendrog Port	
36 Namco Coin	Sandy islet west of Tribe's Gate B
37 Namco Coins	Separated beach south of Seabrew
38 Red Lavender ×2 Near Estrega (upper)	
39 Namco Coin	Near the oasis in the Sheherah Desert
40 Red Saffron ×2	Snowy isolated island north of Norquine
41 Namco Coin	Northeast of Norkuin: Snow Country Isolated Island

Enemy appearance data by area

Data for enemies that appear in the field.
The field is divided into the following 16 areas, and the enemies that appear differ for each area.



The icons on the image indicate the areas where monsters appear. For example, if there is a 🅰 icon on the image, that monster appears in the area on the world map on the left that is classified as 🅰.

A Slime ▶P.352
HP 320 Steel Body 0
Resistances: Fire, Water, Earth

A Bridbee ▶P.352
HP 280 Body Conditioning
Patience Fire-Water Region

A B Axe Peak ▶P.352
HP 435 Bronze Body: 0
Resistance Fire Water Earth ■ Vessel

B P OtaOta ▶P.352
HP 485 Copper Body 0
Resistance Water Four

B Brown Bear ▶P.352
HP 620 Steel Body 0
[Thanks Nature Four

C Basabasa ▶P.354
HP 1280 Steel Body: 0
Patience West Sun

C Urufu ▶P.354
HP 1628 Steel body
Resistance Earth Surround

C Tsuchigeko ▶P.354
HP 1441 Bronze Body
Resistance Fire Water Earthen

D E Rabirabi ▶P.354
HP 1482 Steel body
Patience 44

D Boa ▶P.354
HP 2984 Armor 10
Resistance Network臨臨辦回

D Kā Kā ▶P.354
HP 1611 Copper Body
Patience 44

Eye Fungus ▶P.354
HP 1785 Copper Body 0
Resistance Fire Water Earth

E P Hebihebi (Hebi Hebi) ▶P.354
HP 1831 Copper Body 0
[Resistance Shikoku

E Killer Bee ▶P.354
HP 1587 Steel body
Resistance Shiyakumon

E Orange Glove ▶P.354
HP 2376 Copper Body 0
Endurance Fire Water Earth Country Light Surrou

F Emerald Beetle P.356
HP 3350 Pot body
Resistance: Waterway Light

F Grave Tortoise ▶P.358
HP 4800 Steel Body 15
Resistance: Fire, Water, Earth, Mine, Light, Garden

F Salamander ▶P.358
HP 5300 Armor 10
Resistance: Fire, Water, Wind, Country, Light, Cou

F Desert Club ▶P.358
HP 3560 Steel Body 5
[Endurance Four School Medicine Department Mer

F Cockatrice ▶P.358
HP 4000 Copper Body
Endurance

G Hellhound ▶P.358
HP 4324 Silver Body: 0
Endurance Suikōen

G Woods Worm ▶P.358
HP 3130 Body 0
Minxing Six Shuangshuang Net

G Dodo ▶P.358
HP 3950 Bronze Body
Resistances: Water, Earth

G Gekogeko ▶P.358
HP 3510 Bronze Body 0
Resistances: Fire, Water, Earth, Light, Dark

G Armored Boar ▶P.358 ABC Xeno Spore
HP 4500 Armor 10
耐性 火 水 地 風 音 光 闇

I ※ ▶P.360
HP 4699 Steel body
Resistance Four Furnace Time Delicate Edition

ABCG Xenobria※ ▶P.360
I HP 4071 鋼体 10
Patience West Sun

DEGJ Xeno Echinacea ※ ▶P.360
HP 4655 Steel body 0
Patience Seifu Guang

DEBJ Xenogladiolus P.360※
HP 6773 Steel Body 5
耐性 火 水 地 風 音 光 闇

Xenocleome ※ ▶P.360
HP 5746 Steel Body 5
Resistance Shikoku returns to the United States

※: Mobile Yuki Sandrion (1) Will appear thereafter.

せ/Power No.ユラ XP.360
HP 8007 Steel Body 15
耐性 火 水 地 風 雷 光 闇

Xeno Lily ※ ▶P.360
HP 9241 Steel Body 15
耐性 火 水 地 風 雷 光 闇

Tobinuzumi ▶P.360
HP 4360 Copper Body
Resistance Item 風 闇 Light Recovery

Garm Wolf ▶P.360
HP 4400 Bronze Body 5
耐性 火 水 地 風 雷 光 闇

Row ズリー ▶P.360
HP 7030 Bronze Body 15
耐性 火 水 地 風 雷 光 闇

Pku-ichi ▶P.360
HP 4430 Steel Body 5
耐性 火 水 地 風 雷 光 闇

Scarely (スケアリリィ) ▶P.360
HP 7780 Steel Body 15
Patience Level 4, Grade 4

Scarespore (スケアスポア) ▶P.360
HP 4250 Copper Body
耐性 火 水 地 風 雷 光 闇

Ku アこーKu ▶P.360
HP 4900 Bronze Body 5
耐性 火 水 地 風 雷 光 闇

Uo Uo ▶P.360
HP 5236 Steel body
Resistance Four

Snow Rabbit ▶P.360
HP 5332 Pot Body
耐性 火 水 地 風 雷 光 闇

フリー Next Eve 又 P.360
HP 8151 Armor 30
Resistance Four Fei

アイシクル・ビー ▶P.360
HP 5154 Pan Body: 0
(Resistance Four-times Edition

Fokaroru ▶P.360
HP 9727 Steel Body 20
耐性 火 水 地 風 雷 光 闇

Year Cloud Raven ▶P.360
HP 6271 Steel body
耐性 火 水 地 風 雷 光 闇

アーケロン ▶P.360
HP 9359 Steel Body 35
耐性 火 水 地 風 雷 光 闇

Aquarex ▶P.360
HP 8567 Silver Body 10
Resistance 44

Eight ...化 Ku Technique External P360
HP 5563 Adjustment 5
耐性 火 水 地 風 雷 光 闇

OtakuRO ▶P.360
HP 5020 Steel body
Resistance 水 地 Egg Country

Saier Kali no 825 P.362
HP 9800 Steel Body 5
耐性 火 水 地 風 雷 光 闇

Ord Cleome ▶P.362
HP 5280 Steel Body 0
Resistance 4

Ordozellanium ▶P.362
HP 5520 Silver Body 10
Resistance four

Hatchetbeak ▶ P.362
HP 5360 Bronze Body 5
[Resistance Four-country service

ガ 2 P.362ジャ
HP 7840 Silver Body 5
耐性 火 水 地 風 雷 光 闇

diao ドミ ▶P.364
HP 13778 Armor 10
(Xie Xing Wang

リヒ Bu Kou Yiyuan ▶P.364
HP 19390 Copper Body 45
Xie Xing Wang

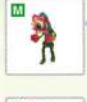
You ye yi ノ ▶P.364
HP 12750 Copper Body 5
耐性 火 水 地 風 雷 光 闇

Aga P·Red First-hand IP.364
HP 10526 Steel Body 0
Resistance Level 4 Return country

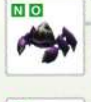
Death Hornet ▶P.364
HP 7268 Silver Body 5
Resistance Furnace Product Network

Ubalba ▶P.364
HP 10498 Copper Body 0
Resistance Four Countries

Nepenthes ▶P.364
HP 8655 Steel Body 0
[Resistance 444回光冏]



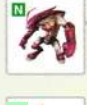
Person also child mouth one 7 PP.364
HP 13465 Bronze Body 10
Resistance Four桑暴爽冏



Minure ▶P.364
HP 11435 Liu Body 10
耐性 火 水 地 風 雷 光 闇

Eleven Books ▶P.364
HP 7498 Bronze Body 5
耐性 火 水 地 風 雷 光 闇

Marine Drill ▶P.364
HP 9516 Copper Body 0
Resistance Shikoku Fat Garden



7-year-old mouth KP364
HP 18723 Copper body 35
耐性 火 水 地 風 雷 光 闇

755-Yu-So P.364 回 ▶
HP 8940 Copper Body
耐性 火 水 地 風 雷 光 闇

Kornu ▶P.366
HP 21600 Steel Body 40
耐性 火 水 地 風 雷 光 闇

Return Gong Yi'er ▶P.366
HP 9190 Bronze Body
Resistance: Four Violent Leg Diagram

Return Herugeko ▶P.366
HP 8650 Copper Body 0
(Resistance: Shishitan Group Net

Giant Otaota ▶P.366
HP 99999 Steel Body 50
耐性 火 水 地 風 雷 光 闇

Town | Dungeon

Seabrew Forest ~ Quiet Fishing Village Seabrew ~
Kohaku's Spirit Maze

Shing continues training with his grandfather to become a Soma user. One day, a girl drifts ashore on his hometown's beach. His encounter with her begins to change the fate of the boy and the world....

"Flowchart

Skit P.406 Sub Event P.288

START

1 Proceed forward and drive away t

Skit: Mastering Soma / Strong Spiria

In the tutorial that occurs here, you can learn the basics of combat and Soma Builds. Also be sure to consult the expl anatory manual book in the library.

2 Go to the Quiet Fishing Village Seabrew

Sub Event 01

The village has an item shop and an armor shop. Consumable items that restore HP, such as "Apple Gummy," will definitely be needed, so it's good to buy some.

3 Go to the beach

Companion: Kohaku accompanies you
Sub Event 002
Skits: To the Soma Shrine

4 Go to the village of Seablue (Shīburu) Forest

Soma Link	Shing ⇔ Kohaku [10]
Skits	Is she/that brother inside the Spiria/ Kohaku is.....

5 Proceed further on MAP2

Party	Hisui accompanies
Skits	Reason she was collapsed / I believe you / "Her" voice / To the Soma shrine? / To the Soma shrine!

6 Approach the shrine on MAP 3

Party member	Kohaku leaves the party
Skits	What the heck!?

7 Go to the quiet fishing village Seablue

Party member Hisui leaves the party

8 Spelllink with Kohaku

When you spelllink with Kohaku, you are transported to a dungeon called a Spil Maze. Note that once you enter a Spil Maze, you cannot return until you clear the dungeon, so be careful. Buy any consumable items before entering the Spil Maze.

9 You will move into Kohaku's Spil Maze. After that, defeat two Spore enemies — BATTLE1

10 Proceed a little further on MAP2

Items	Kindness's Spirune
Titles	Shing: Apprentice Soma User

11 Exit the Spirl Maze and restart from the quiet fishing village of Seablue

12 Meet up with Hisui and head out into the field. After that, the river Go to the town Kyunos along the river

Companions Kohaku and Hisui accompany
Sub-events 003 004
Skits: Magician Inkarose / Loss of emotion / Size of the 髪 / Emerald room / To the neighboring town Kyunos

An event that occurs on the road to Kyunos in which Shing painfully realizes that Kohaku has lost her emotions. The episode offers a glimpse into the relationships among the three, such as quarrels with Hisui.

Riverside town Kyunos P.143

Enemy Data (Seaburu Forest) ▶P.352

Slime

HP 320 Bronze Body: 0

耐性 Wind Earth Water Fire Light Dark

Bridbee

HP 280 Copper Body: 0

耐性 Fire Water Map Country Surround

Enemy Data (Kohaku's Spellmaze) ▶P.352

Spoa

HP 395 Steel Body: 0

耐性 火 水 地 風 雷 光 闇

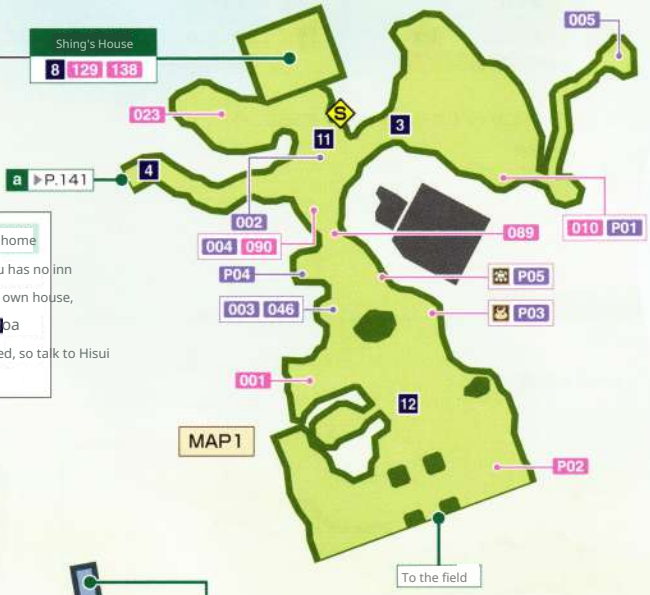
Map

Shīburu Forest
There is a shrine further down this path, but you cannot proceed initially. First, head to the quiet fishing village Shīburu.
MAP2
5
MAP1
1
S
START
After ■, monsters will begin to appear in the forest. If you expend HP or TP in battles with monsters, touch a save point (memory stone) to recover.
MAP3
6
022
091
2 7
a ▶P.142

Map

Shop P.398

Quiet fishing village Shible



Recover your health at your own home

The quiet fishing village of Seaburu has no inn but if you examine the bed in your own house, you can recover HP and TP. Yuba will no longer be able to use the bed, so talk to Hisui and have her heal you.

<List of Obtained Items

Orange Gummy
Apple Gummy ×2

BATTLE 1: Make both Spore enemies flinch at the same time

To avoid being surrounded by the two, move with freerun and wait for the Spore attacks to miss.

When you find an opening, close in and chain from a normal attack into "Kairen Blade". If you can hit both Spores at once here, you won't have to worry about counterattacks. After finishing your attack, create distance again by freerunning.

If your HP drops, make a habit of frequently healing by using an "Apple Gummy".

Town | Dungeon

Riverside Town Kyunos

To save Kohaku, who lost her Spirune, Shing sets out on his first journey. Relying on th e light emitted from Kohaku's Spiria, the party visits Kynos, located south of Seebul.

Flowchart

Skits P.407 Subevents P.288

START

Subevent 005

1 Approach the fallen woman

Skits: That meaning 1/3 Single room / Sleep-talki ng / Having nightmares Kynos has a bookstore t hat Seebull did not have. At the bookstore, various conditions used for setting priority actions in tactic s are sold. By skillfully combining these conditions, you can set the behavior of allies you do not contro l to be closer to the ideal.

2 Cross the southern bridge

3 Enter the astronomer's house

Item: The Sleeping Beauty Picture Book

Skits: The Sleeping Beauty Picture Book

4 Exit the Astronomer's House

Party member	Hisui joins
Subevent 05	
Title	Shing: Collateral Body/ Hisui: Collateral Body, Double Shooter
Skits	Obtain Dual-Bow Type Soma/Hisui's Skill/Next Door?/ Head for the Limestone Cave

5 Approach the town exit

Item: Onigiri recipe / Rice / Nori / Salt Wh en you approach the town exit, Uran will appear and give you a cooking r ing has various effects, such as e whole party or boosting stats, e of it.

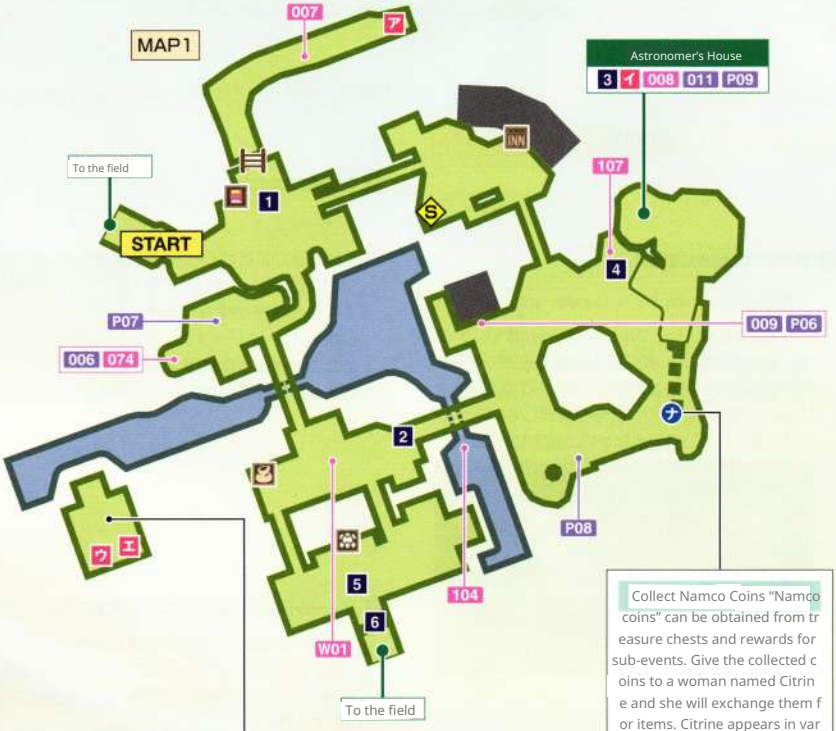
Turn over the tile

6 After going out to the field, go to Lagos Limestone Cav

Hisui joins, and from here you can fight together wit h Shing. Hisui has learned healing arts such as "First Aid " and will be active as a healer from early to late stages of the game.

Ragos Stalactite Cave ~ Yookles' Spellmaze P.145

Riverside Town Kyunos



Collect Namco Coins "Namco coins" can be obtained from treasure chests and rewards for sub-events. Give the collected coins to a woman named Citrine and she will exchange them for items. Citrine appears in various towns, so whenever you get "Namco Coins," be sure to give them to her.

You can open treasure chests when riding the duck boat. The nation's treasure chests can be opened when you ride the duck boat and travel [illegible] board the duck boat, you must clear 00[illegible] Departure of the Duck Port" (P.288) and obtain a "Duck Ticket."

Obtained Items List

Life Bottle ×2	
315 gald	
Orange Gummi ×3	
Namco Coin	

Town Dungeon

Ragos Stalactite Cave ~ Yukres's Spillmaze

Since the day Kohaku's Spirune broke, the astronomer Yukless has been acting strangely. To search for clues about the Spirune, hurry to the Ragos Stalactite Cave near Kynos.

Flowchart

Skits P.407 Subevents P.288

START

From this dungeon onward, missions may occur during battles. If you can meet the mission objectives shown at the start of battle, you can obtain items, gald, and other rewards.

1 Approach Euchres on MAP3

2 Spelllink to Yukres

Companion: Kohaku leaves the party

2 Move to Yukres's Spell Maze and then defeat Echinacea BATTLE1

4 Go to MAP2 and defeat Fear Lily and Bria ×2 BATTLE2

Exit the Spill Maze and restart from Lagos Stalactite Cave

Party Member	Kohaku accompanies you
Items	Terrifying Spiruune
Soma Linking	Jade 【30】
Skits	Overflowing Fear / Reclaimed Spiruune/ Return to Kynos

6 Go out to the field

7 Enter the riverside town of Kynos

Item: Recipe for Chocolate Banana, Chocolate, Banana ×2

Sub-event 07

Skit: Sleeping Together

When you approach the bridge, the Wonder Chef appears and gives you the recipe for "Chocolate Banana." After this, the Wonder Chef will start appearing across the land disguised as animal, treasure chests, and so on. If you talk to him, he will give you the recipe, so look for the list on his hat as clues. Adult

8 Approach Uran

Sub-events 008 009 010 011

Skits Trading town Henzera / Yukres / Telescope

9 Approach Ines

After leaving the field, go to the Twilight Forest

To reach the next destination, the trading town Henzera, you must pass through a dungeon south of Kynos called the Twilight Forest. It will be a long journey and you will face powerful enemies, so before departing stock up on consumables like "Apple Gummy" and "Life Bottle."

To the Twilight Forest P.149

Enemy Data (Ragos Stalactite Cave) ▶P.352

OtaOta
HP 485 Copper Body
Resistance: Fire Control Refreshing Clothes

Big Bat
HP 440 Steel body
Resistance: Four Four

Big Spider
HP 500 Steel Body: 0
Resistance: Fire and Water

Brown Bear
HP 620 Steel Body: 0
Resistance: Four

Enemy Data (Yukresu's Spill Maze) ▶P.352

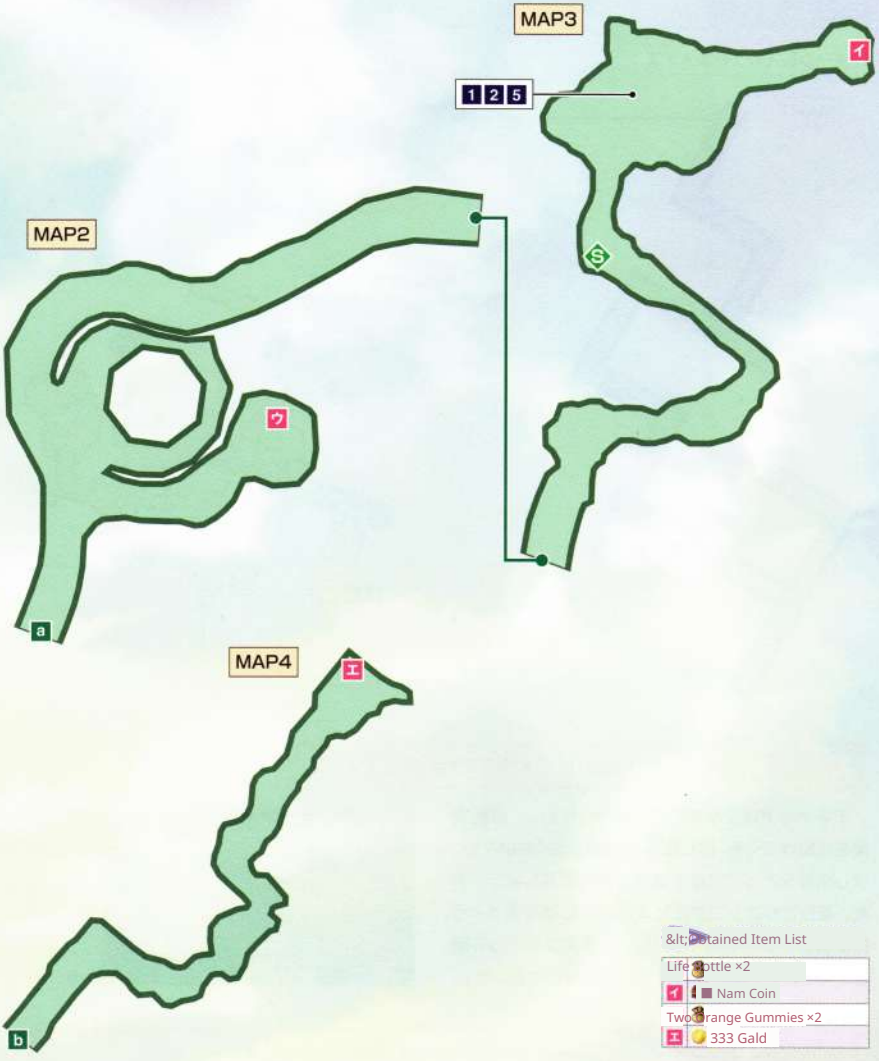
Spoa
HP 395 Steel Body 0
Patience 44

Echinacea
HP 580 Steel body
Patience 44

Briar
HP 700 Steel body
Resistance Four

Map

Investigate the glowing points If you examine the glowing spots around here, you can obtain an "Eon Stalagmite." This item is required when clearing 034 "Request from Chen Trading Co." (P.290).



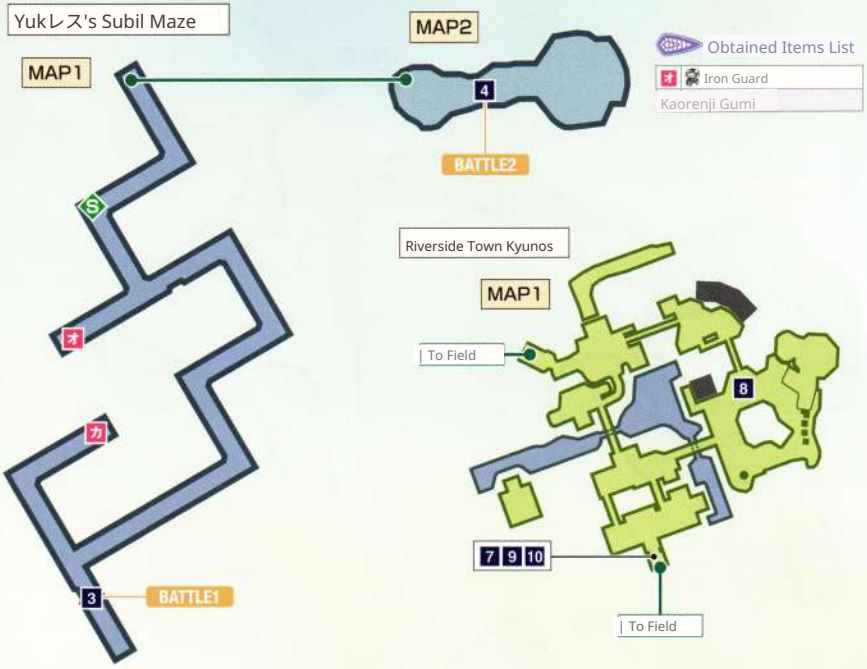
<Obtained Item List

	Life Bottle ×2
	Nam Coin
	Two Orange Gummies ×2
	333 Gald

[TOPICS] The lake that spreads inside the limestone cave is visited during a side event

On MAP3 of Lagos Limestone Cave, a large lake spreads out. There is a small island in the lake, but at present there is no way to get there; you visit this place in side event 073 "Duck Boat Adventure" (P.306). Once you advance the story and become able to receive the corresponding side event, try exploring it.

There is something like a bird's nest on the small island. What on earth could be here?



BATTLE1 Cooperate with Hisui and defeat the enemies one by one

Echinacea hovers while moving and launches spinning attacks. The range of its spinning attacks isn't wide, so keep some distance to dodge the attack and then counterattack. Also, it's a good idea to set tactics beforehand so that Shing and Hisui target the same enemy. By focusing on eliminating one enemy at a time, you reduce the risk of being surrounded.

Hisui should move away from the enemy and attack using psychokinetic techniques such as "Wind Cutter."

BATTLE2 Move behind Fear Lily and attack

In the early stages, focus on reducing the number of enemies. After defeating the low-HP Briar, switch your target to Fear Lily. Fear Lily often raises its arm and slams it down or uses charging attacks. In front of

If you are not behind it, your attacks won't hit, so you should always try to maneuver to its rear. Also, Fear Lily has a hardened body. By hitting it repeatedly you can stagger it, so take advantage of that opening to unleash a combo.

Fear Lily ▸P.354

HP 4800 Armor 25

耐性 火 水 地 風 雷 光 闇

Drops Biyohan [100%]

Stealable —

When the Fear Lily raises its arm like this, immediately move behind it.

Town | Dungeon

Twilight Forest

Having recovered the shard of emotion, Kohaku's Spirun once again radiates light. To head to the trading town in the south, Shing and the others set foot into a forest that exuded an eerie atmosphere.

Flowchart

Skits P.407 Sub-event -

START

1 Approach the bridge on MAP3

Party member	Galad joins
Skits	The reason they'll come with you / Coward / Meteorite? / Old man / Inn after a long time / Morning drink / Hisui's skill

After the event, Galad newly joins the party. Galad is a character who masters a unique Soma and has the trait that his techniques change when additional inputs are made during attacks (p.117). Depending on how you use him, it becomes possible to attack enemies in succession, so be sure to practice. One of Galad's features is also learning the "Lover Item" that steals items from enemies.

2 Go to MAP 4 and defeat Grim Kigal and Grim Reaver **BATTLE!**

Party member	Chalcedony joins (before battle) / Chalcedony leaves (after battle)
Skits	A church? / Who are you?

In the battle with Grim Kigal, the crystal knight Chalcedony comes to the party's aid. However, Chalcedony only joins for this one fight and leaves immediately after the battle. By the way, if you switch characters during combat, you can control Chalcedony.

After going out to the field, go to the trading town Henzera

After passing through the Twilight Forest, there is a rest hut to the left. Inside the rest hut is a green memory point, so recover your HP and TP before heading to Henzela.

Trading town Henzela ~ Beryl's Spiral Maze P.152

- Enemy data P.354

Officier
HP 930 Steel Body: 0
耐性 火 水 地 風 雷 光 闇

Macchia
HP 980 Steel Body: 0
耐性 火 水 地 風 雷 光 闇

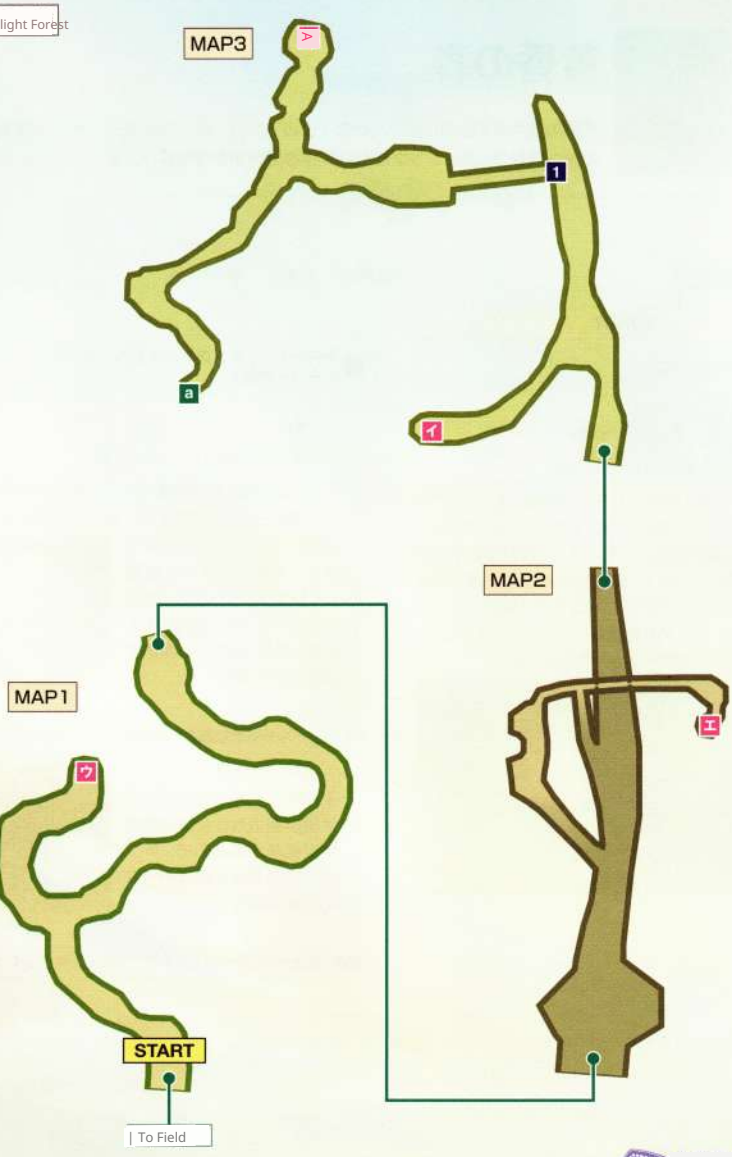
Gurununiyu (Gurneyu)
HP 870 Bronze Body
Endurance: The Four Great Earth Winds

Tortue
HP 1300 Armor 10
Resistance Yokka-ban network

Arm
HP 780 Steel body
Resistance: Fire, Water, Earth, Mine, Light, Garden

Plume
HP 900 Steel body
Resistance Four Countries

Twilight Forest



Obtained Items List

ア	Simple Combo
イ	Orange Gummy ×2
Three Apple Gummies×3	
エ	Beret
Onam Coin	
カ	Mix Gummy
キ	753 Gald
ク	Dark Mantle

Mysterious Red Orb

This red orb is an item called the Shadow Gem, which is required to obtain a special Soma after clearing the game. It cannot be obtained at this stage, so remember its location.

BATTLE1 Move so you don't have to face two enemies at the same time

You will face two enemies. The Grim Reaper will revive after a certain time even if defeated, but if left alone it will flank you when attacking the Grim Kigaru that should be defeated. Focus your attacks to quickly take it down and strike the recovering frames after.

When attacking, Dark Nova, which creates pillars of fire around the Grim Kigaru, is extremely powerful, so stay back to observe and strike during its casting or the recovery frames after its attacks.

The Grim Reaper has a wide attack range. Defeat it quickly before taking damage.

Dark Nova deals heavy damage. When it activates, use party-wide guard to reliably block it.

Grim Reaper ▶P.354

HP 2700 Steel Body.

Endurance: Rank 4-4-4. 斬 [Kdyō]

Drop —

Stealable —

Grim Kigaru ▶P.354

HP 8500 Iron Body 30

耐性 火 水 地 風 雷 光 闇

Drop: Red Savory [100%]

Stealable —

Town | Dungeon

Trading town Henzera~
Beryl's Spillmaze

With the help of the Crystal Knight, Shing and the others safely made their way out of the Forest of Twi light. However, when they arrived in Henzera, they were greeted by the suspicious gazes of the townspeople.

Flowchart

Skits P.407 Sub-event P.290

START

Sub Events 012 013 014 015

1 Talk to the innkeeper

Skits — Pay the inn fee / Commercial town / Do some inquiries

After arriving in Hensera, you will take a rest at th e inn. At this time, you will be charged 300 gald, twic e the normal fee, but it's okay even if you don't have the inn fee—you can still stay. If you lack the fee, a skit reveals tha t Garad paid for you, so be s ure to check it.

2 Go to the front of the shop

3 Enter Chein the elder's mansion

Sub Event 016

Skits: Find Beryl!

4 Enter the warehouse on the southwest side of town

5 Link with Beryl's Spil

Party member — Kohaku leaves the party

When you link with Beryl's Spil, you will enter the Spil Ma ze. Before that, buy items at the bookstore such as "Allies with HP < ~%" and similar.

If you combine this condition with healing arts, you can pri oritize restoring allies whose HP has dropped, reducing th e risk of them becoming inca pacitated.

6 Move to Beryl's Spilmaze

7 Go to MAP3 and defeat Doubtritoma and Cl eome ×2 — BATTLE1

Item: Suspicious Spirune

8 Exit the Spiral Maze and restart from the trading town H ensera

Companions — Kohaku accompanies you

Sub Event 17

9 Enter the inn

Party member — Beryl joins / Kohaku leaves the party

Soma Link — Shing Beryl [140] Hisui⇔Beryl [140]. Beryl Galad [140]

Skits — Beryl's Ambition / Dislikes Vegetables / Beryl's Cooking 1/ Pursuit, Mount Grim

At this stage, Beryl joins the party. Beryl is a chara cter skilled in thought-based magic and is suited to a strategy that exploits enemy weaknesses with a vari ety of elemental spells. However, his HP is relatively l ow, so set his formation to the rear in tactics and hav e him attack from as far away as possible.

After going out into the field, go to the Trembling Mountain Grim

Trembling Mountain Grim P.155

<Enemy Data P.354

Echinacea
HP 580 鋼体 0
耐性 火 水 地 風 雷 光 闇

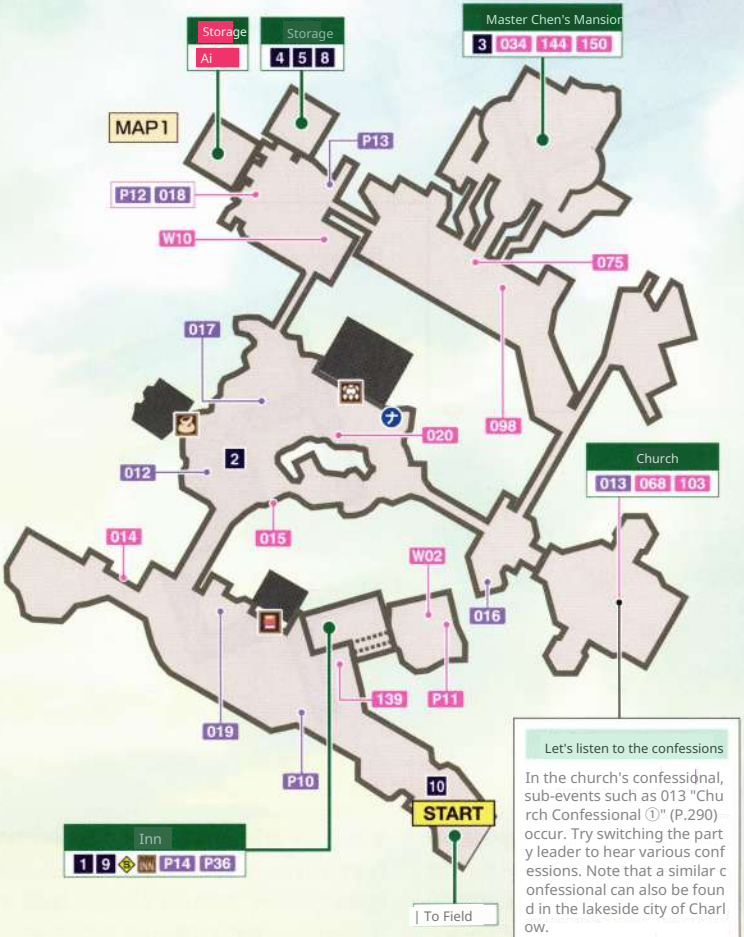
Grief Briar
HP 1372 Steel body 0
Resilient Earth Wind Country

Cleome
HP 1150 Silver body
Resistant to Water and Darkness

Map

Shop P.398

Hanzela, the Trading Town



Let's listen to the confessions

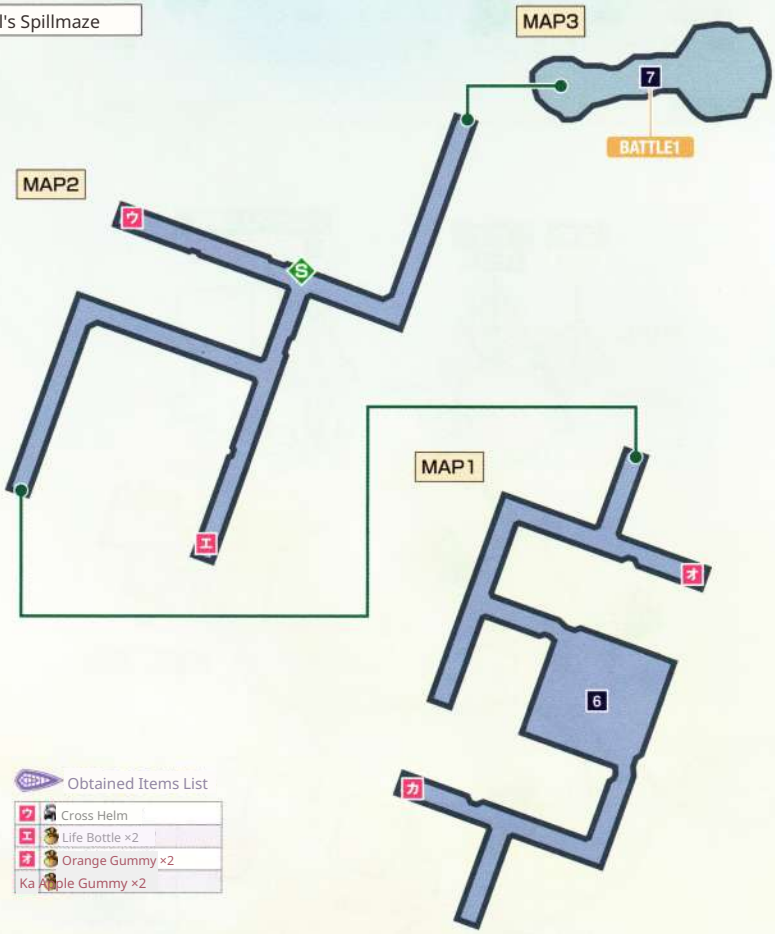
In the church's confessional, sub-events such as 013 "Church Confessional ①" (P.290) occur. Try switching the party leader to hear various confessions. Note that a similar confessional can also be found in the lakeside city of Charlow.

3 Story STORY

List of Obtained Items

- Namco Coin
- 500 Gald

Beryl's Spillmaze



Obtained Items List

ウ	Cross Helm
エ	Life Bottle ×2
オ	Orange Gummy ×2
Ka	Apple Gummy ×2

BATTLE 1 Evade the energy orbs by circling around from a distance

Dautritoma fires energy orbs from a distance and, after chanting, attacks with lightning strikes. If you keep moving with free run, you're less likely to be hit, so close the distance without stopping. Note that attacking from the front greatly increases the risk of being hit by a laser attack, so try to strike from behind. Also, this laser becomes even more powerful when the enemy activates its Spill Drive. After the Spill Drive is triggered, run away until it ends.

Dautritoma ▶P.354

HP 9200 Steel Body 40

耐性 火 水 地 風 雷 光 闇

Drops Holy Symbol [100%]

Steal -

Weak to Wind attribute. Deal heavy damage with Hisui's "Wind Cutter" to inflict major damage

can be obtained.

Town | Dungeon

Trembling Mountain Grim

Shing and the others succeed in recovering the Suspicious Spirloon. However, Kohaku is kidnapped by a female knight of the Valea Church, and they demand the Spirloon in exchange.

Flowchart

Skits P.408 Sub-event P.290

START

From this point on, Chase Links may occur during battle. Using a Chase Link lets you attack the enemy unilaterally, so make sure you have mastered the controls. Master Chase Moves, Cross Chases, Chase Finishes, and Chase Techniques to deal massive damage all at once.

1 Drop the rock on MAP2

The path leading to the summit twists like a maze. Furthermore, there are places along the way blocked by rocks, so you cannot proceed by the shortest route. Take a detour once to break the rocks blocking the path, then move forward. Don't forget to open the many treasure chests found along the way.

2 Drop the rocks on MAP3

3 Go to the summit of MAP4 and defeat Peridot BATTLE 1

Allies	Kohaku accompanies you
Items	Spirloon of Trust (lose Suspicious Spirloon)
Soma Link	Shing ⇔ Kohaku [170]
Skits	Origin of Soma / That handkerchief? 1

4 Go out to the field

5 Enter the trading town Henzera

Title Galad:	Battle-hardened Old Man
Soma Link Hisui Galad	【140】

6 Enter the inn

Soma Link Shing ⇔ Beryl	【30】
Sub Event 018	
Skits	Are you really okay? / Meeting with Galad / Where the blood went / Ship service to the Central Continent

7 After going out to the field, go to South Penderoque Port

Sub Event 019 020	

South Pendrork Port ~ West Old Mine Port P.158

<Enemy Data P.354

Basabasa

HP 1280 Steel body 0

耐性 火 水 地 風 雷 光 闇

Urufu

HP 1628 Steel body 0

耐性 火 水 地 風 雷 光 闇

Seven Star

HP 1149 Steel Body 0

耐性 火 水 地 風 雷 光 闇

Grim Lizard

HP 2575 Armor 10

耐性 火 水 地 風 雷 光 闇

Trembling Mountain Grim

Passable if you drop the rock

When you try to go down this path, the path collapses and you can't proceed. To go further, the correct action is to drop a rock from the upper level into the depression below. This will open the way.

MAP3

You can jump down below

If you drop the rock here, the rock on the lower level will break and the way will open. After dropping the rock, you can also jump down to the lower level from there.

MAP4

BATTLE1

MAP1

MAP2

START

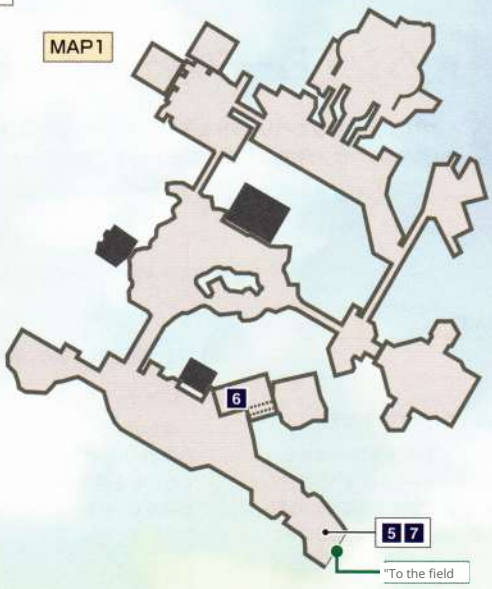
To the field

<List of Obtained Items

	Athlete Hat
	Life Bottle ×2
	Orange Gummy ×2
	880 Gald
	Sage
	Kamix Gummy

○··· Rocks that break when you drop a rock on them from

| Hanzela, the Trading Town



Do not miss the opening when an enemy stops to chant (BATTLE1)

Peridot moves quickly and dashes across the field while unleashing swift techniques like "Rosan Salt." If it gets close, don't try to strike recklessly—tighten your guard. Then attack from behind when Peridot is targeting an ally other than you. The biggest chance comes when Peridot stops moving to cast a spell like "Fireball." Immediately have everyone attack to interrupt the chant and land a combo. It's also an option to set Beryl's priority action to use "Piko Hammer" against enemies that are

The best opportunity is when Peridot stops to cast a spell such as "Fireball." Immediately have everyone attack to interrupt the chant and land a combo. It's also viable to set Beryl's priority action to use "Piko Hammer" on an enemy while it's chanting.

Peridot [1] ▶P.354

HP 14367 Steel Body 45

Resistance: Fire Water Earth Wind Lightning

Drops: Flare Mantle [100%]

Stealable —

When HP falls below 40% it begins to use "Burn "Strike" is certain I truly want to prevent it.

Shivering Grim

TOPICS: Peridot & Bike Cross combat dialogue collection NEXT P.193

Peridot		Bairox	
Blitz Shlack	Blitz Shlack!	Burst Shot	Take this!
Rosen Salt	Rosen Salt!	Aqua Spiral	Receive it!
Schalf Crescent	Schalf Crescent!	Frigid Coffin	Freeze!
Sturmflan	Sturmflamme!	Ice Needle	Icebreaker!
Fireball	Come forth, fire spirit!	Spread	Scatter, Water Will!
Burn Strike	Pierce, thought of fire!		

Town | Dungeon

South Penderlock Port ~ West Old Mine Port

After defeating Peridot at the summit of Mount Grim, feelings of trust were revived in Kohaku's heart. The next destination is the Oldmine Continent, where the imperial capital Estrega of the Maxx Empire is located.

Flowchart

Skit P.408 Sub-event P.290

START

Sub Event 21

1 Speak at the regular ferry counter and go to West Oldmine Port

From Penderoke, where Kynos and Henzera are located, you will travel by ship to the Oldmine continent, where Goose and Estrega are located. There are many other places in the world that can only be reached by ship.

2 Travel by ship

Title: Hisui: Seasick Friend / Beryl: Seasick Friend	
Sub Event	022 023
Skits	Hisui's warning / That taste is..... 1/ I will paint a portrait 1

3 After leaving the field, approach the healing village Goose

Skit: To Goose

The healing village Goose can be seen by heading south east across the field from the exit of West Oldmine Port. When you get reasonably close to Goose, an event will occur and you will automatically be moved into the town.

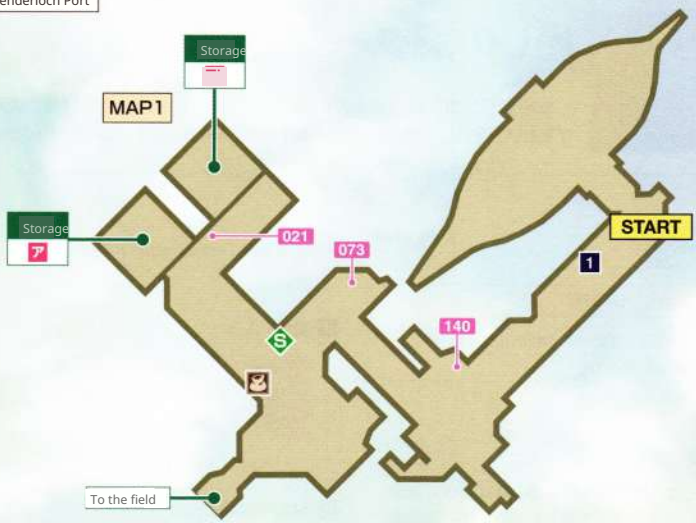
To Healing Village Goose P.160

TOPICS The adventure moves to a new field

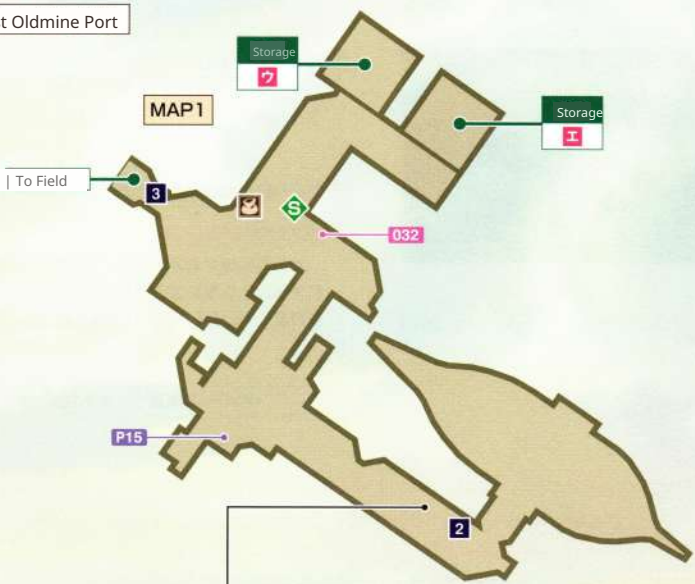
When you board the ship departing from South Penderloch Port, you will arrive at West Oldmine Port across the sea. From here, the continent you can explore changes, and the enemies that appear in the fields will be different. Also, since more places become accessible, be sure to check the world map on P.136 again to confirm your destinations, item locations, and enemy data.

Continue exploring and fill in the areas that are not shown on the world map.

South Penderloch Port



West Oldmine Port



Ships are free and can be taken as many times as you like. At each port, the available ship destinations you can choose from are often only one at first. As the story progresses, you will be able to choose multiple destinations.

Obtained Items List

ア	Namco Coin
イ	555 gald
Unam Coin	
エ	913 gald

Town | Dungeon

Healing Village Goose

Swayed by the ship piloted by the female captain Sango, they arrive at the Old Mine continent. To confirm rumors of the Despair Disease said to be spreading across the continent, the party heads to Goose near the port.

Flowchart

Skits P.408 Sub-event P.290

START

Companions	Beryl leaves / Kohaku removed from the party
Skits	tamago kake gohan (raw egg over rice)

1 Talk to the villag

In Goose, all shops like inns and item stores are gathered in the village chief's house next to the bathhouse. Especially at the bookstore, indispensable conditions for future plan settings—such as "enemies targeting ~" and "party with HP <% "—are sold, so it's a good idea to buy them all here.

2 Talk to Sasha

3 Enter the bathh

Companions	Beryl joins / Kohaku accompanies / Hisui withdraws
Title	Shing: A Terrible Beast
Skit	Caricature

4 Go to the spring on MAP 2

Party member	Hisui joins
Items	Ines's Letter
Soma Link	Shing ⇔ Hisui [70]
Sub-event	024 025 025
Skits	What kind of guy is he?/Bath memories/ Charge through the tunnel!

5 After leaving the field, go to the Andale Tunnel

Sub-event	027 028

At the next destination, the Andale Tunnel, enemies that use attacks causing the Poison status appear. Purchase "Poison Bottle" from the item shop in advance.

To Andale Tunnel P.162

TOPICS There is a beach near Goose

To the south of Goose is a coast called Goose Beach. It's a place you don't need to stop by, so it's easy to miss, but three sub-events occur here, and two of those sub-events can be triggered immediately after visiting Goose. Check the conditions on P.290 and try going to Goose Beach.

On the beach, the monster Otaota is being attacked by wolves You will encounter the scene where it is being attacked.

Healing Village Goose

How to proceed further down the path?

This path leads to a place overlooking the women's bath, but you cannot proceed when you first visit. By clearing "Route of Ambition" (p.298), you will be able to go further.

Obtained Items List

ア	Namco Coin
イ	Egg ×3
ウ	Life Bottle ×2

Town | Dungeon

Andeale Mine

The Crystal Knights carried Kohaku's Spirune and headed to the imperial capital Estolega. To get ahead of them and catch up, Shing and his party stepped into the ruins of the Stone Age.

Flowchart

Skit P.408 Sub-event P.290

START

Sub Event 029

1 Go to the tunnel door

2. Enter MAP2

Item: Sorcerer Ring 1 / Windam

Title: Galad — Helpful Old Man

Obtain the "Sorcerer Ring 1" at the mine entrance. The energy shot fired by the "Sorcerer Ring 1" can be used in various situations, such as activating puzzle switches or burning objects.

3. Shoot the switch with an energy shot

Shoot the switch with 4 Energy Shots

5. Shoot the switch with an Energy Shot

6. Solve GIMMICK2 and open the door GIMMICK2

7. Enter MAP3

8. Enter MAP4 and shoot the switch with an energy shot

9. Enter MAP5 and defeat Chalcedony BATTLE1

Items: Shy Spirune

Somalink Shing Kohaku [20] Shing ⇔ Galad [50] Skit: Beast / Gannett's Letter / Which Way Is the Imperial Capital? Defeating Chalcedony raises the maximum level of the Spell Drive to 2 and the maximum level of Soma Build to 8. Note that the SBP required for Soma Build increases dramatically as levels rise. At this early stage, it is best to distribute points evenly across the party.

After leaving the field, go to the imperial capital Estrega

Side event 30031

To the Imperial Capital Escatrega P.166

Enemy Data P.354

Zombie
HP 3221 Steel Body: 0
Patience 44

Adamant Bat
HP 1810 Steel Body: 0
Endurance 4

Fungus
HP 1785 Bronze Body 0
Resistance Four

Spirit
HP 1640 Steel Body
Patience Water

Shoot an energy shot through the door and head for the treasure chest

4 After finishing, shoot an energy shot through the door at this switch. If you do so, the door will open and you can obtain the item.

Solve the mechanism and open the door The door in front of the "Solve the panel mechanism in the room (GIMMICK1)" will open when you solve it. You can proceed without solving the mechanism, but you can obtain the "Poison Charm," which makes it easier to resist poison, so be sure to give it a try.

Andeale Mine

MAP2

MAP1

GIMMICK1

GIMMICK2

a ▶P.164

START

029

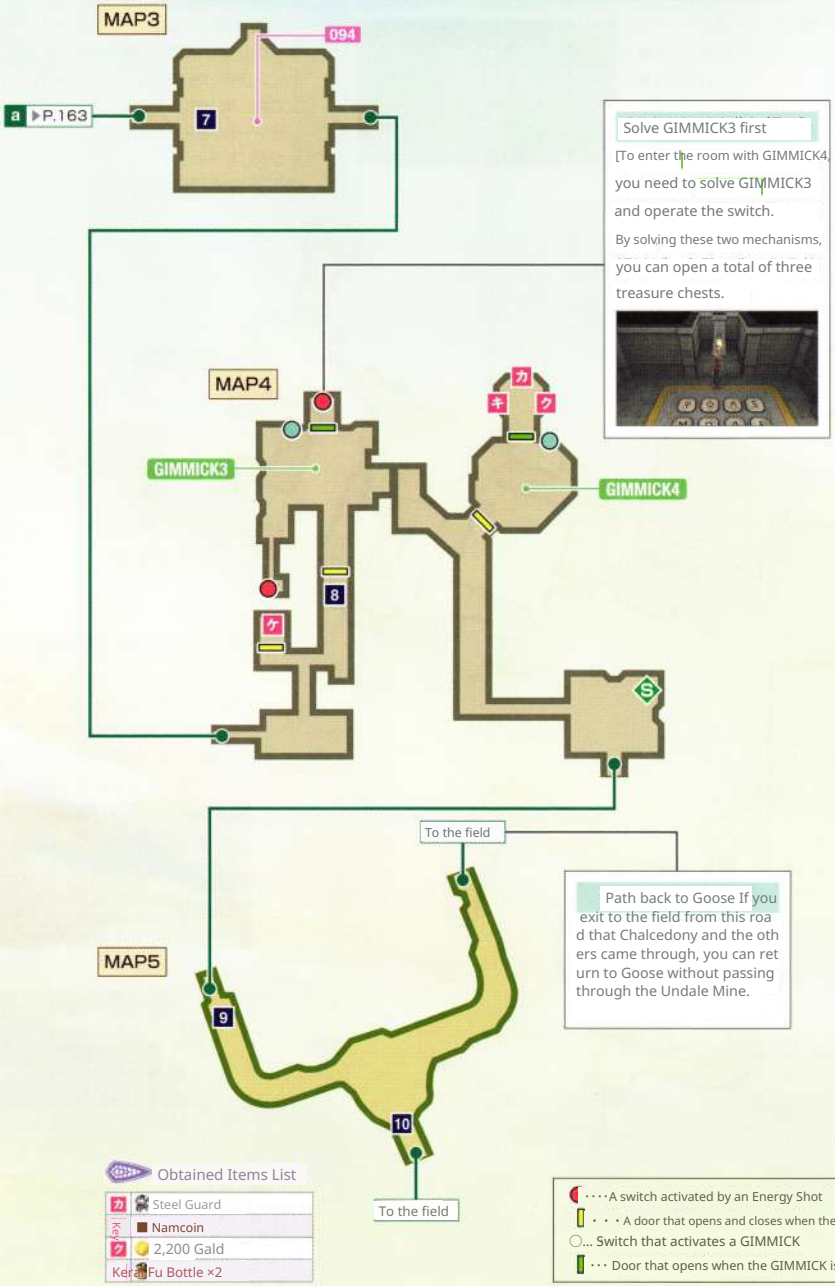
| To Field

Open doors with energy shots When you shoot these switches with an energy shot, nearby doors will open and close accordingly. Sometimes two doors are linked and open or close simultaneously, so watch carefully to see which doors move.

<List of Obtained Items

- Poison Charm
- Hunting Beret
- Wo[illegible]son Bottle ×2
- Orange Gummy ×2
- Olive Bottle x2

...Switch activated by an Energy Shot
...Door that opens and closes when the switch is activated
...Switch that activates a GIMMICK
...Door that opens when the GIMMICK is solved

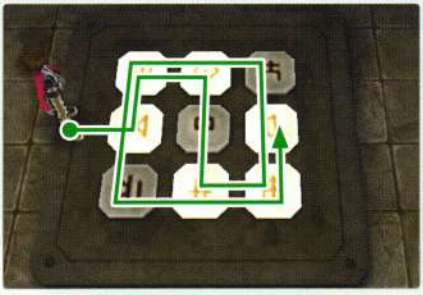

MAP3
094
a P.163
7
Solve GIMMICK3 first
[To enter the room with GIMMICK4, you need to solve GIMMICK3 and operate the switch.
By solving these two mechanisms, you can open a total of three treasure chests.
MAP4
カ
キ
ク
GIMMICK3
GIMMICK4
8
ケ
S
To the field
Path back to Goose If you exit to the field from this road that Chalcedony and the others came through, you can return to Goose without passing through the Undale Mine.
MAP5
9
10
To the field
Obtained Items List
カ Steel Guard
Ke Namcoin
カ 2,200 Gald
Ker Fu Bottle ×2
····A switch activated by an Energy Shot
・・・A door that opens and closes when the switch is activated
○... Switch that activates a GIMMICK
··· Door that opens when the GIMMICK is solved

Step on GIMMICK1–4 panels in sequence to light up all the panels

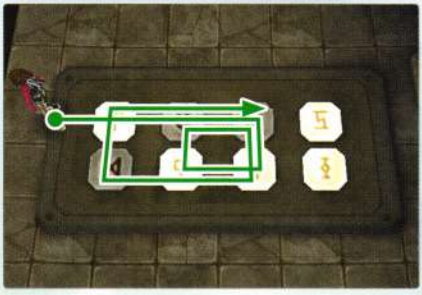
The panels used in these four mechanisms toggle on and off each time you step on them. The goal of this mechanism is to light every panel while moving over them like drawing a single continuous stroke. If you follow the route shown in the photos below, you can solve the mechanism with the shortest sequence of moves, so use it as a reference.

Be careful not to step outside the panel, go back to the previous panel, or you will fail.

How to solve GIMMICK1

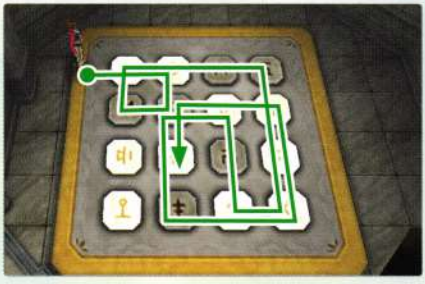


How to solve GIMMICK2



How to solve GIMMICK3

How to solve GIMMICK4



BATTLE1 Set the tactic to prioritize healing and defense and attempt the fight.

Chalcedony primarily attacks using techniques such as "Light Wing Slash" and "Assault Fall Slash." If these moves are used in succession, they can take more than half of your HP, so focus on defense and healing. When HP drops, set tactics to automatically use healing items like "Apple Gummy."

In addition to setting it up, it's best to have Hisui use only "First Aid" and focus on healing. Our main chances to attack are when Chalcedony begins casting a mind spell and when a Chase Link occurs. Attack with everything you've got to avoid breaking the combo.

Chalcedony [1] ▶P.354

HP 20670 Armor 60

Miyabi Net Fan Style Thunder Lic

Drop Elixir [100%]

Stealable —

If the enemy activates Spill Drive, endure it by guarding with the whole party until the effect ends.

Town Dungeon

Imperial Capital Estrega

After clashing swords with Chalcedony, Shing and the others barely managed to reclaim Spirun. From there, they entered the imperial capital Estrega to deliver the letter entrusted to them by Ines.

Flowchart

Skits P.408 Sub-event P.290

START

Sub Event 032

Skits: Where is Garnet?/ Search for Garnet

1 Talk to Garnet on MAP2

Skits: Gather information

When the event where you meet Garnet in the alley occurs, you will be unable to enter the church on MAP 8 for a while. If you want to open the chest next to the prison, be sure to stop by the church once before you talk to Garnet.

2 Return down the alley

Party member: Shing alone

3 Restart from the prison on MAP 8 with Shing alone

4 Examine the door

Party member: Hisui, Galado, and Beryl join / Kohaku accompanies

5 Exit the confinement

Party member: Ines joins

Ines, who joins here, is a skill-focused fighter with high HP and defense who can fight on the front lines. Also, from this point one of your allies will no longer be able to participate in battle, so review your party formation.

6 Restart from in front of the gate on MAP 1

Sub Event 033

Skits: Escape to Freedom / Adult Ines / Big Crunchy Rice Ball Ines / Ines and Cooking 1 / Beryl's Cooking 2 / To Ishal!

7 After going out into the field, go to the lakeside city of Sharlow.

Sub-Event 034 035

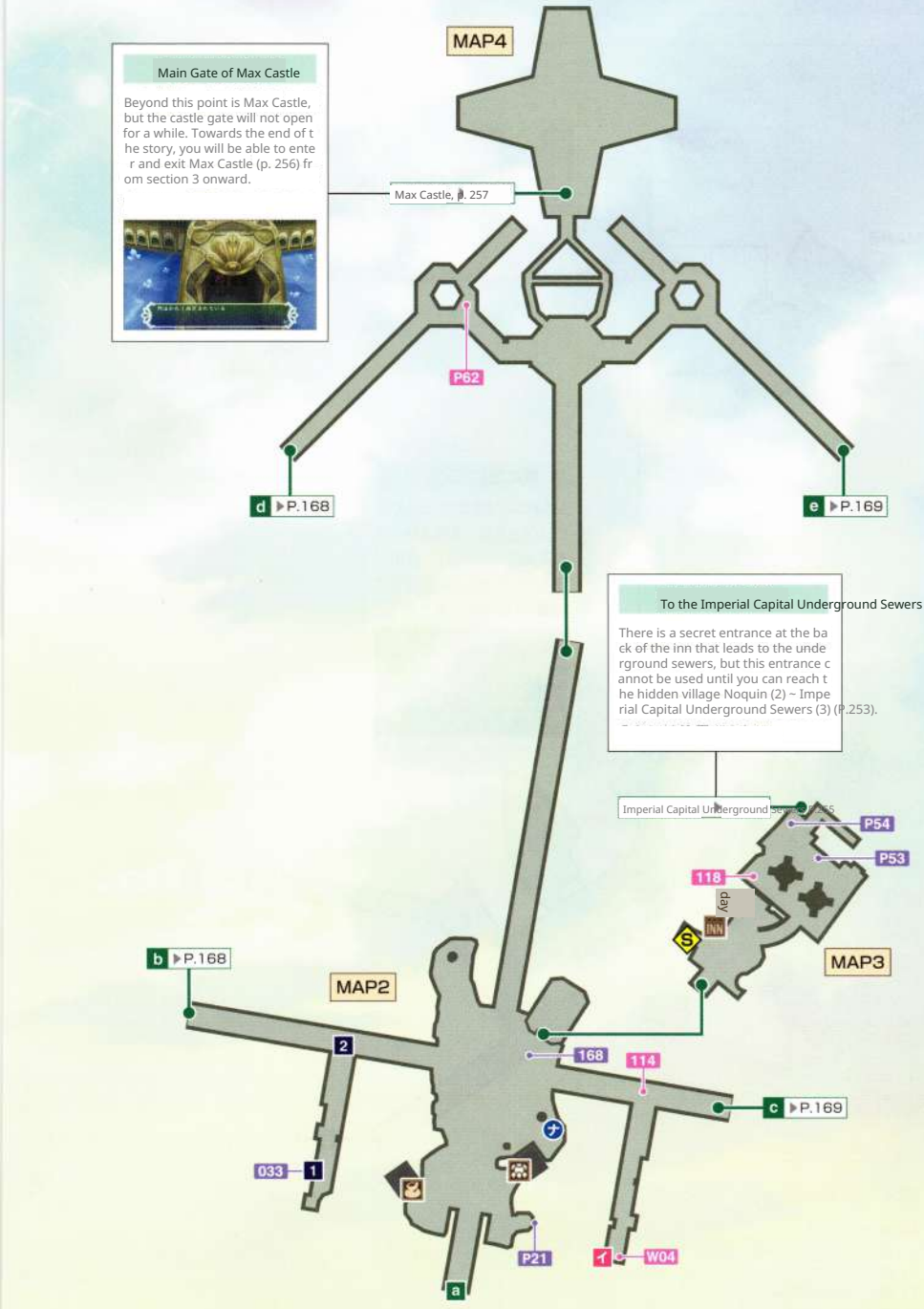
Skit: Impressions of the Imperial Capital

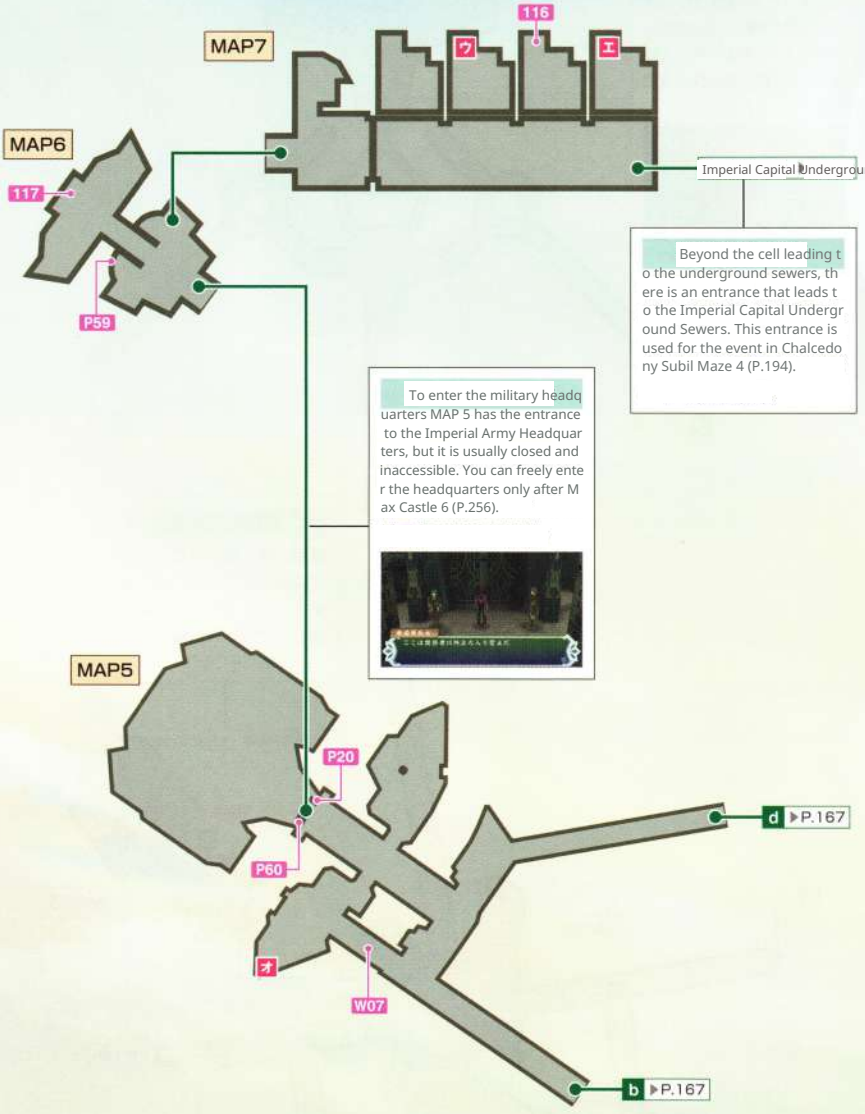
Lake City Sharlau, p. 170

Map

Shop, p. 398

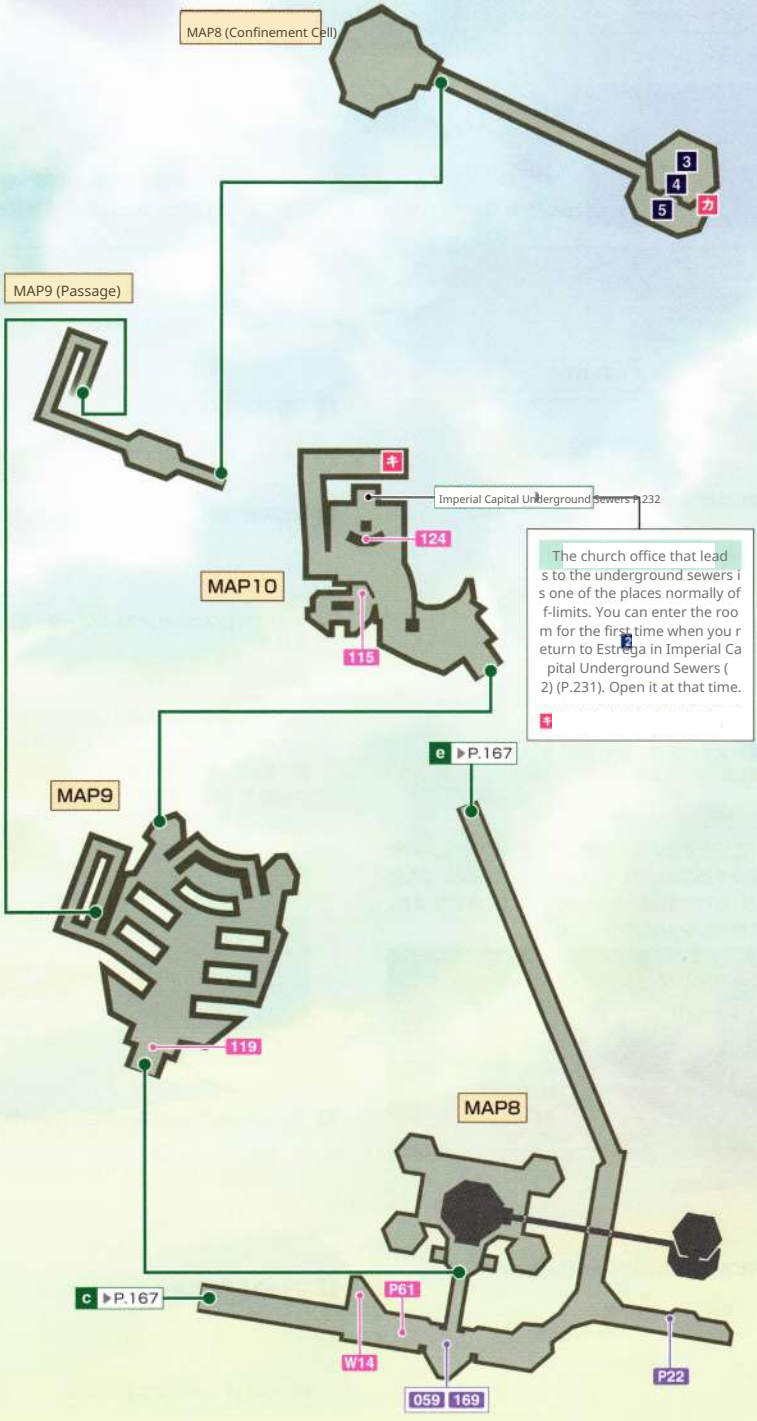
<List of Obtained Items
7 1192 Gald
Imp Gummy


MAP4
Main Gate of Max Castle
Beyond this point is Max Castle, but the castle gate will not open for a while. Towards the end of t he story, you will be able to ente r and exit Max Castle (p. 256) fr om section 3 onward.
Max Castle, p. 257
P62
d ▶P.168
e ▶P.169
To the Imperial Capital Underground Sewers
There is a secret entrance at the ba ck of the inn that leads to the unde rground sewers, but this entrance c annot be used until you can reach t he hidden village Noquin (2) ~ Impe rial Capital Underground Sewers (3) (P.253).
Imperial Capital Underground Sewers P.256
P54
P53
118
day
INN
S
MAP3
b ▶P.168
MAP2
2
168
114
c ▶P.169
033
1
P21
W04
a


MAP7
116
ウ
エ
MAP6
117
P59
Imperial Capital Underground Sewers P.198
Beyond the cell leading to the underground sewers, there is an entrance that leads to the Imperial Capital Underground Sewers. This entrance is used for the event in Chalcedony Subil Maze 4 (P.194).
To enter the military headquarters MAP 5 has the entrance to the Imperial Army Headquarters, but it is usually closed and inaccessible. You can freely enter the headquarters only after Max Castle 6 (P.256).
MAP5
P20
P60
ア
W07
d ▶P.167
b ▶P.167

<List of Obtained Items>

ウ	Onion ×3
Mika	
Onam Coin	
ア	High Holy Bottle
エ	Life Bottle ×2


MAP8 (Confinement Cell)
3
4
5
カ
MAP9 (Passage)
キ
Imperial Capital Underground Sewers P.232
124
MAP10
115
The church office that leads to the underground sewers is one of the places normally off-limits. You can enter the room for the first time when you return to Estrega in Imperial Capital Underground Sewers (2) (P.231). Open it at that time.
キ
e ▶P.167
MAP9
119
MAP8
c ▶P.167
P61
W14
P22
059
169

Town | Dungeon

The lakeside city Shallow

Following the light that Spirun pointed out just before escaping the Imperial Capital, Shing and his party arrived at the city on the lake. What they witnessed there was the tragic devastation caused by the grief-stricken Despil dis

Flowchart

Skits P.408 Sub-event P.290

START

Side Event 038

Skit: Let's search for Marin

1 Approach Marin

2 Enter Sumisona's atelier

3 Spirlink to Sumisona and defeat Doubt Spore ×2, Doubt Echinacea ×2 BATTLE1

Party member: Kohaku leaves the party

Unlike before, you will not explore inside Sumisona's Spir Maze. Upon Spirlinking, you will immediately enter battle with Zerom. If you win this battle, you will automatically return to Sharlow.

4 Exit the Spill Maze and restart from the city center

Party member: Kohaku accompanies you

Title: Beryl: The One Who Learned the Truth

Skits: Don't be discouraged, Beryl

5 Go to the front gate of the

6 Go to the front of the villa

7 Spirlink to Cassity and defeat Bouquet ×2 BATTLE2

Party member: Kohaku leaves the party

As with Sumisona, when in Cassity you will not explore inside the Spir Maze. The Zerom that appears is not very strong, but don't let your guard down — be sure to recover and restock consumable items in the town center.

8 Exit the Spellmaze and restart from the town's villa district

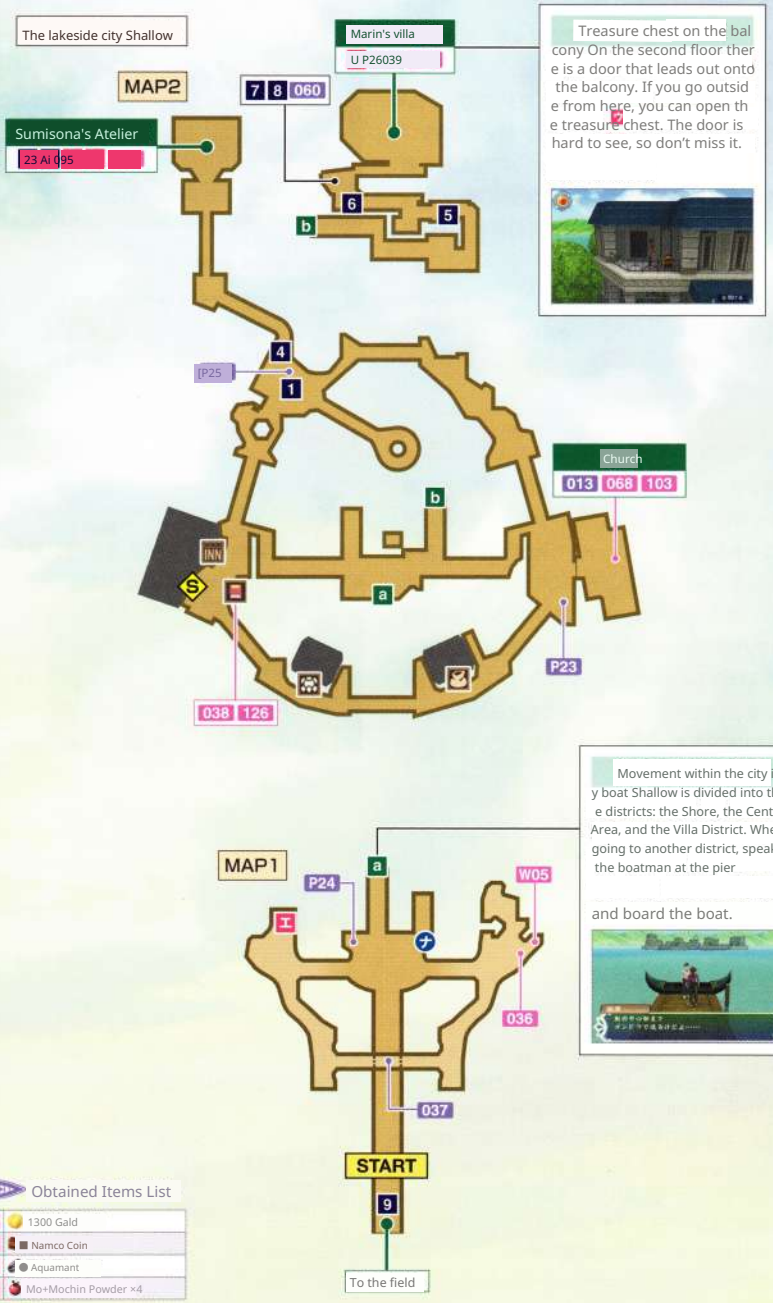
Companions: Kohaku accompanies you

Skit: Hurry to the water gate!

9 After going out to the field, go to Odette Water Gate

Odette Water Gate ~ Marin's Spill Maze P.173

Shop, p. 398


The lakeside city Shallow
MAP2
Sumisona's Atelier
23 Ai 095
Marin's villa
U P26039
7 8 060
6
5
b
4
1
P25
Church
013 068 103
b
INN
S
a
038 126
P23
Treasure chest on the balcony On the second floor there is a door that leads out onto the balcony. If you go outside from here, you can open the treasure chest. The door is hard to see, so don't miss it.
Movement within the city is by boat Shallow is divided into three districts: the Shore, the Central Area, and the Villa District. When going to another district, speak to the boatman at the pier
and board the boat.
MAP1
a
P24
W05
036
037
START
9
To the field
Obtained Items List
Alue
1300 Gald
Namco Coin
Aquamant
Mo+Mochin Powder ×4

BATTLE 1 Quickly reduce the number of Zeroms

The Doubt Echinacea casts "Stone Blast." Interrupt it s casting before it activates, or move away from the sp ot just before activation to avoid it. The other Doubt Sp ore mainly uses scratch attacks. Its attack range is nar row but its power is high, so do not be careless. Since t here are many enemies, set tactics so everyone targets the same enemy to quickly reduce their numbers.

Concentrate everyone's attacks on the troublesome Doubt Echinacea, which uses psychic arts to attack from a distance, and take it down first.

Both are weak to water elements, so

In addition to Hisui and Beryl's "Ice Needle," Ines

Using the mind-based technique is also effective.

Dautspore ▸P.354

HP 1895 Steel body

Resistance 火 Water Earth Storm Light 闇 光 無

Doubt Echinacea ▸P.356

HP 1680 Copper body

Resistance 火 Water Location 光 無

BATTLE2 Countermeasures against attacks that cause poison and paralysis status ailments are important!

Bouquet scatters pollen to inflict a magic-defense do wn status — a nasty enemy. On top of that, it deals he avy damage with water-attribute moves like "Ice Needl e" and "Spread," so when it begins casting you should attack immediately to interrupt it. Its weakness is fire: i f Shing uses "Flame Sword" or Galado uses "Twin Flame Blade" to hit the weakness, you can deal large damage . Note that Bouquet uses "Resist" to raise its own magi c defense, which slightly reduces damage from psychic arts, but you should keep attacking regardless.

Bouquet ▸P.356

HP 2560 Steel body

Resistan Fire Water Earth 風 Metal Light 闇

Because the two often cast at the same time, splitti ng your allies int o two groups can also be effective.

TOPICS What is the origin of Zerom's name?

There is a certain rule to Zerom's names: as in the exa mples listed on the right, the first half of the name is a w ord that "expresses an emotion," and the latter half is a word related to "a flower's name or a plant." Some Zero ms, such as Bouquet, do not have an emotion-expressin g word attached, but these still mean "bouquet," so they are related to flowers or plants. It might be interesting, i n the heat of battle, to ponder the origins of an enemy's name and the meaning embedded in it.

Examples of how Zerom names are formed

Meaning of the first half of the name		Meaning of the latter half
Fearlily — fear		Lily
Doutechinacea — doubt		Hyacinth (murasaki barengiku)
Sorrowdahlia — sorrow		Peony (tenjikubotan)
Shamebriar — shame		Briar
Scarespora — fear		Seed
Lonelytritoma — loneliness	"Loneliness"	Shaguma Lily
Despair Gladiolus	Despair	Toshoubu

Town | Dungeon

Odet Gate~ Marin's Spilmaze

Shallow's Deathville disease was caused by Marin's influence. Marin, whose Spirun ran amok, tried to open the Odet Gate upstream of the lake and submerge the town.

Flowchart

Skits P.408 Sub-event P.290

START

1 Approach the sluic

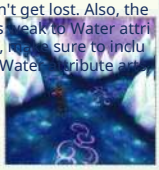
Title: Ines: KAIRIK Rudi

2 Link with Marin via Spirlink

Party member: Kohaku leaves the party

3 Move into Marin's Spir Maze

This spelmaze is broader and has more branches than those so far. Be sure to check the map carefully as you proceed so you don't get lost. Also, the Sarodaria waiting at the end is weak to Water attribute. Before heading to MAP4, make sure to include Ines or Beryl, who can use Water attribute art, in your main party.



4 Defeat Sarodaria and Bouquet ×2 on MAP4 BATTLE1

Item: Spiruune of Sorrow

5 Exit the Spir Maze and restart from the Odet Gate

Party member: Kohaku accompanies you

Soul Link: Shing Kohaku [30], Shing Ines [70]

6 Go out to the field

7 Enter the lakeside city Sharlow

8 Go to the villa front. After you are automatically returned to the field, go to the entertainment city Yuraio.

Subevents 037 038 039

Skits: Forgetting of Sorrow / This Atonement... / The Most Beautiful? / Ines's Strength / Route to Yuraio / What is the Motif?

After saving Marin and returning to the villa district of Sharlow, you will be automatically returned to the field. If you want to restock consumables like "Apple Gummy" or clear subevents that occur in Sharlow at this timing, it's best to do so before heading to the villa front.

To the entertainment city Yuraio P.177

<Enemy Data P.394>

Doutsu Boa
HP 1895 Steel body
Resistances: Water, Earth, Light, Barrier

Doubt Echinacea
HP 1680 Bronze body: 0
Acidic: European version

Bouquet
HP 2560 Steel Body 0
Resistances: Fire, Water, Earth, Mine, Light, Garc

Odette Water Gate

MAP1

To the field

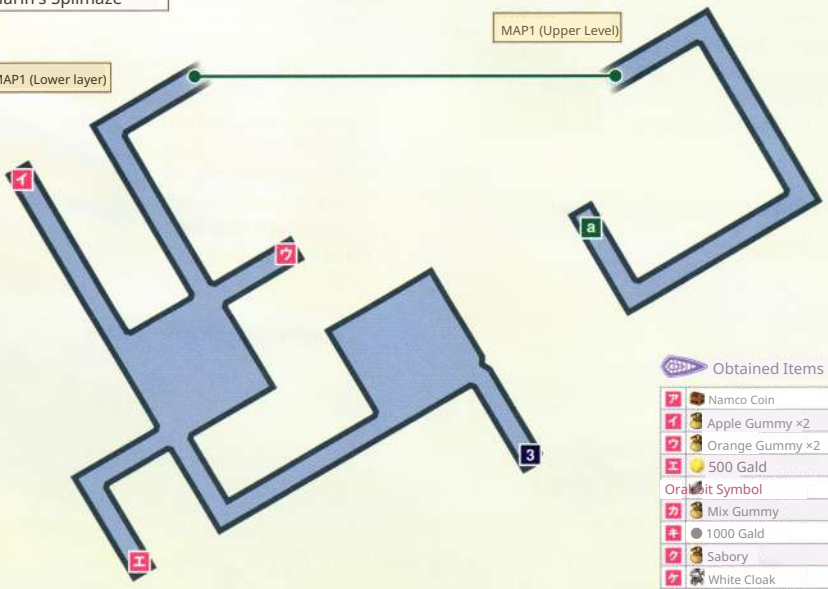
Sub-events occur from the second playthrough onward

From the second playthrough onward, when you head to the Odette sluice to rescue Marin, 163 "Pretty Girl Crystal Knight ①" will occur. This is a series event that continues up to ⑦, so check the details on p.300 and make sure not to miss it.

Marin's Spilmaze

MAP1 (Upper Level)

MAP1 (Lower layer)

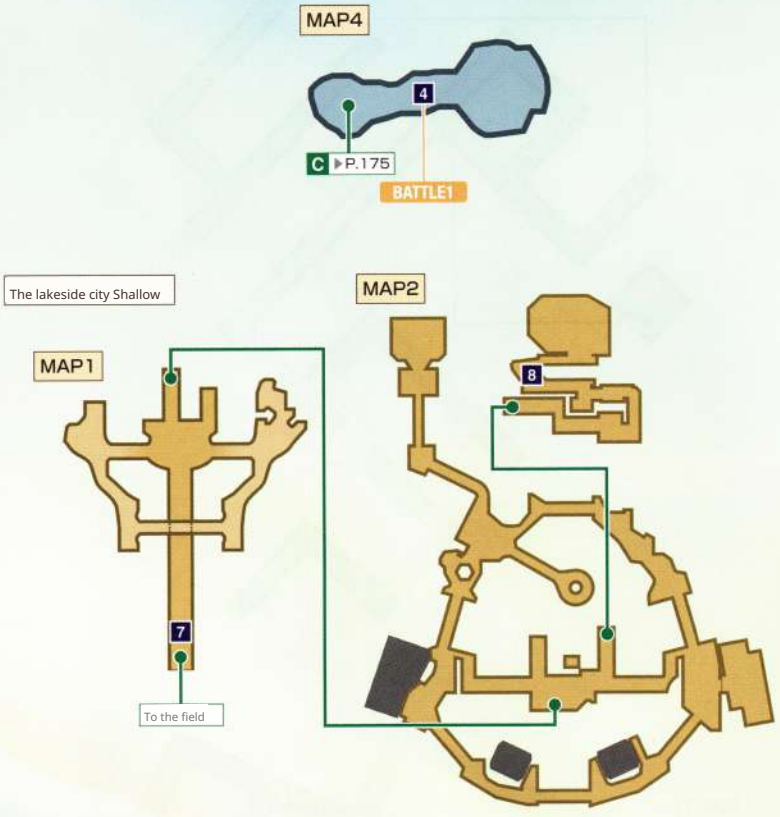


Obtained Items List

ア	Namco Coin
イ	Apple Gummy ×2
ウ	Orange Gummy ×2
エ	500 Gald
Orabbit Symbol	
カ	Mix Gummy
キ	1000 Gald
ク	Sabory
ケ	White Cloak
コ	Life Bottle ×2
サ	800 Gald

MAP2
b
カ
キ
a
MAP3
ケ
ク
C ▶P.176
コ
S
サ
b

Map



BATTLE1 If poisoned, immediately recover with an item.

First, have everyone attack Bouquet to take it down quickly, then concentrate attacks on Salodaria. Among Salodaria's attacks, the ultrasonic attack has a wide range and high damage, so be careful. If hit by the ultrasonic

Salodaria ▶P.356

HP 23640 Steel Body 70

Xi Xing Di Chang Outfit

Drop: Black Onyx [100%]

Stealable —

To avoid this, it is effective to circle behind the enemy and attack. However, attacks that spray venom over a wide area can still hit you even from behind the enemy. If you become poisoned, use a "Poison Bottle" immediately.

Not very fast in movement so, enemy attacks

Look for this interval

Water elemental attacks

Let's aim for it.

Town | Dungeon

Entertainment city Euraio

After parting with Marin, Shing and his party arrive at the entertainment city Uraio. The city is wrapped in an unusual fervor as it prepares to host the "Lio Grand Prix," which carries a 100 million gald bounty.

Flowchart

Skits P.409 Subevents P.292

START

Subevents 04004 042 043

Skits: How to Spend 100 Million Gald / An Adult Taste

1 Enter the arena lobby on MAP2

At the arena, you can choose courses and ranks to participate in various forms of combat, and you can also take on a mini-game called balloon popping. At this point, the arena's functions are limited and only the balloon popping is playable, but it could be good to try it as a test of skill.

2 Enter the arena

At the arena, the preliminaries for the "Lio Grand Prix" are being held. The preliminaries are conducted in pairs, and Shing will team up with Bear and one ally other than Hisui to participate. HP recovery will rely mainly on consumable items, so prepare them in advance.

3 Enter the arena lobby

Talk to the arena reception to enter the preliminaries,
Defeat 4 Otaota ×2 and Hebihebi ×3. Then BATTLE1
After this, defeat 2 Drakes.

Party member	Shing and the partner chosen from the options will be the two of (before battle) / will become the party excluding Hisui's par (after battle)
Soma Link	Shing ⇔ Beryl [30] (choose Beryl as partner)
Sub Event	044
	Skit: The main arena is the Hero's Tower

The skit content varies depending on the partner; there are three patterns.

5 After leaving the field, go to the Hero's Tower King Cross

Until you arrive at King Cross, Hisui and the ally chosen by Hisui as partner will be absent. The party's combat strength is greatly reduced, so use a "Holy Bottle" or similar items and try to avoid battles as much as possible while heading to King Cross.

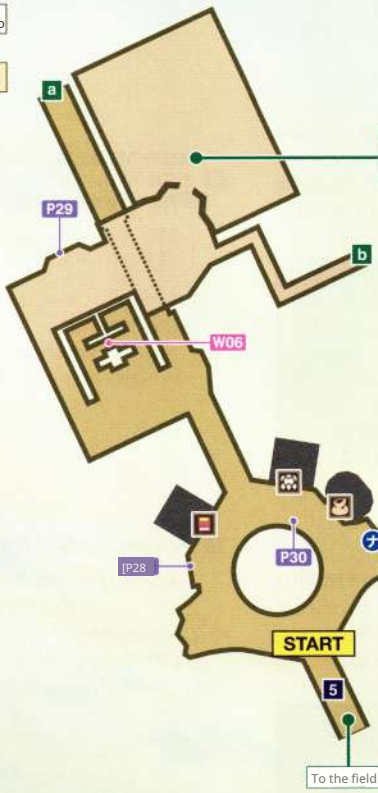
To the Hero's Tower King Cross P.180

Take the elevator to the top floor

The only inn in Yurai-o is the Celeb Hotel. In addition to a theater on the hotel's first floor, taking the elevator will take you to the suite room on the top floor. There is a treasure chest placed on the top floor balcony, so open the window and go get it.

Entertainment City Yurai-o

MAP1



Celeb Hotel
042 043 050 051 057 102

To the field

Obtained Items List

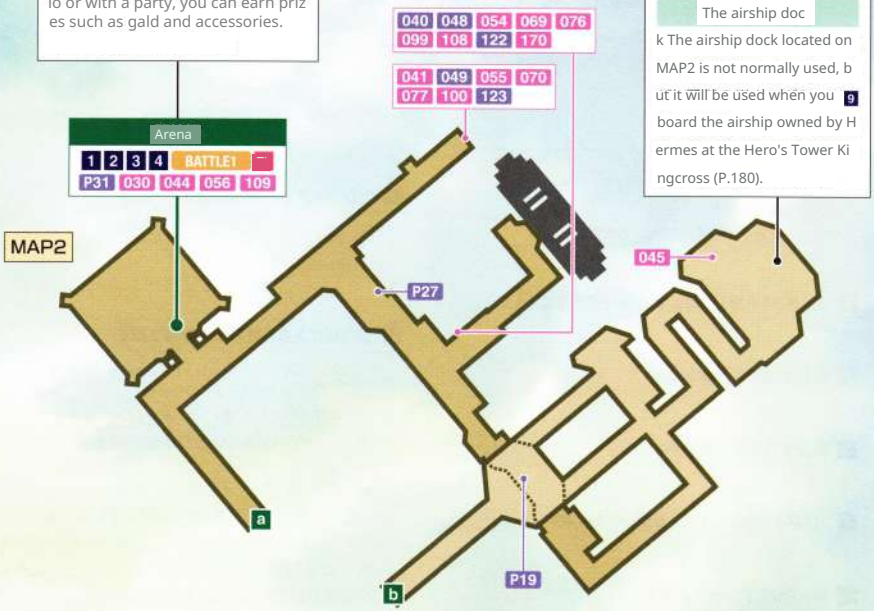
1549 gald
Namco Coin

Challenge the Arena

From the Hero's Tower Kingcross 8 B (p.180) onward, you will be able t o participate in arena tournaments . By paying an entry fee and winnin g consecutive battles held either so lo or with a party, you can earn priz es such as gald and accessories.

The airship doc

k The airship dock located on MAP2 is not normally used, b ut it will be used when you board the airship owned by H ermes at the Hero's Tower Ki ngcross (P.180).



BATTLE 1: Two characters should focus-attack a single enemy to reduce their num

The first battle has a large number of enemies (fi ve). First, target the Otaota, which has low HP, to re duce their numbers. Hebebi has somewhat higher HP, but if you set your tactics so allies target the sa me enemy as you in advance and then reliably defe at them one by one, there will be no problem.

The Drake that appears in the second battle is few in number but somewhat tough because of its armored sta te. Have two characters concentrate their attacks to brea k down the armor; when the enemy is staggered, take a dvantage of that opening to unleash a combo.

OtaOta ▸P.352
HP 485 Steel Body: 0
Resistances: Fire Water Earth

Hebihebi (Hebi Hebi) ▸P.354
HP 1831 Armored 0
Resistances: Water Earth Wind Thunder Light

Drake ▸P.356
HP 3035 Armor 5
Resistances: Fire Water Earth

The battle will re main chaotic unti l the number of e nemies decrease s. Do not panic; t arget the enemies with low HP first.

The drake uses b reath attacks wit h Fire and Wind attributes. Evade the breath, the n counterattack.

Town Dungeon

Hero's Tower King Cross

To reclaim Kohaku's Spirune, which was displayed on the championship trophy of the "Lio Grand P rix," Shing and his party head for the distant summit of the Hero's Tower, Kingcross.

Flowchart

Skits P.409 Subevents P.292

START

Party member: All members
Skits: The two in conflict / The men running amok

1 Operate the rotating floor on MAP3 (lower level)

Operate the rotating floor twice

Operate the rotating floor three times

Solve GIMMICK 1 on MAP4 to proceed GIMMICK1

Defeat Armes on MAP5 BATTLE1

Items: Courageous Spirune
Title: Ines: Broke/Kohaku: Brave Heart
Soma Link: Shing⇔Kohaku [90] Shing⇔Hisui [140] Shing⇔Galard [170] Kohaku⇔Hisui [90] Kohaku Beryl [90], Kohaku⇔Ines [90]. Kohaku⇔Galard [90] Hisui⇔Galard [170]

6 Automatically move to the arena in the entertainment city Ulaio

Title: Beryl Lucky Girl
Sub-event 045
Skit: Hisui (older brother) / Gambling Guild

7 Talk to the front desk at the Celeb Hotel

Companions: Draw an arena where only Shi
Skit: ng and Beryl remain

Enter the arena and defeat the Imperial Army Possession Soldiers BATTLE2

Party member: Kohaku, Hisui, and Galard join (before battle)/ Ines joins (after battle)
Title: Beryl: Campus Attacker
Subevents 046 047 048 049 050 051
Skits: Incarnrose's Terror/Strong Kohaku/ What a Disaster/Storm the Garrison!

Here Kohaku begins to regain her original power and can join the party. Kohaku can use the powerful healing art "Heal," so together with Hisui she will serve as a healer for the party.

9 If you talk to Armes at the airship dock on MAP2, you will a utomatically go to the Rignator Garrison

Once you board the airship and travel to the Ri gnator Garrison, you will be unable to return to to wn until you escape the Rignator Garrison and th en pass through the back road of Dozmore. If the re are any sub-events you want to complete a t s stage, finish them before speaking to Armes.

To Rignator Garrison (1) ▶ See p.186

<Enemy Data P.354

Hebihebi (Hebi Hebi)
HP 1831 Steel Body 0
Resistance: Water, Ground, Light

Gargoyle
HP 2750 Steel Body: 0
Resistance: Fire, Water, Ground, Light

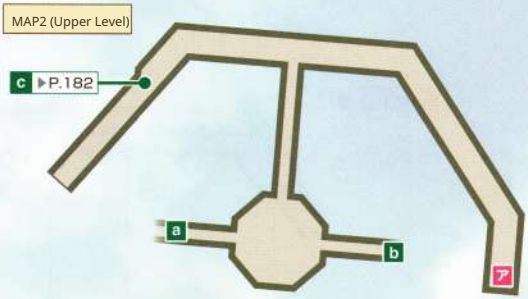
Alpine Beetle
HP 2120 Steel Body 0
耐性 火 水 地 風 雷 光 闇

Drake
HP 3035 劇体 5
耐性 火 水 地 風 雷 光 闇

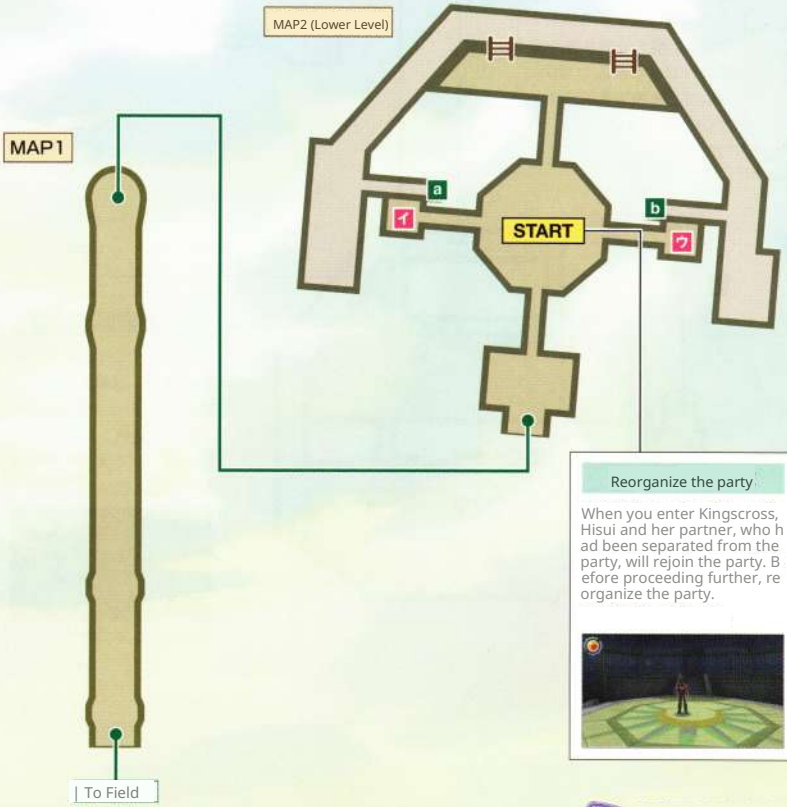
Skeleton
HP 3550 Bronze body: 0
Resistance: Fire, Water, Light, Garden

The Tower of the Brave: Kingscross

MAP2 (Upper Level)



MAP2 (Lower Level)



Reorganize the party

When you enter Kingscross, Hisui and her partner, who had been separated from the party, will rejoin the party. Before proceeding further, reorganize the party.

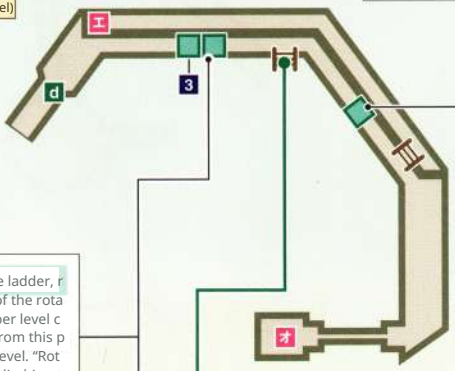
Obtained Items List

7	Life Bottle ×3
Appe	Gummy ×2
7	Orange Gummy ×2

Rotate the floor to open the treasure chest

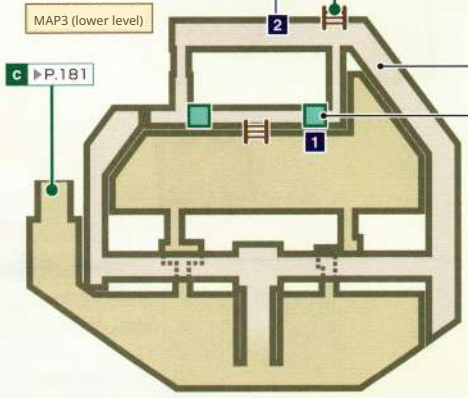
エ To open it, rotate the floor from this position on the lower level so that you can pass over the floor.

MAP3 (Upper Level)



Before climbing the ladder, rotate the floor One of the rotating floors on the upper level can only be reached from this position on the lower level. "Rotate the floor before climbing the ladder to the upper level."

MAP3 (lower level)



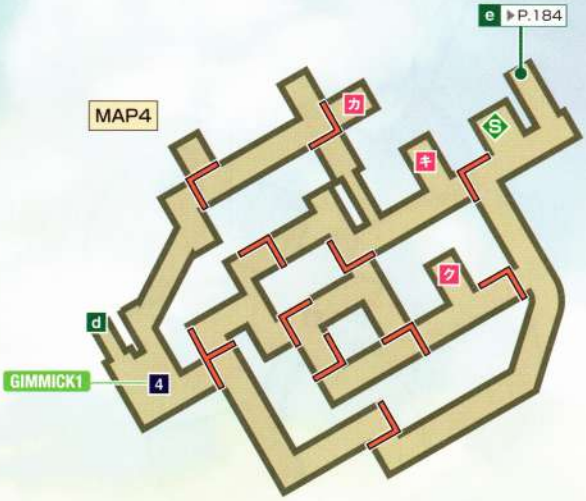
c ▶P.181

Rotating floor The five L-shaped floor panels on this floor cannot be walked on in their initial state. To be able to pass over these floor panels, you need to approach them, examine them, and rotate the floor.

Obtained Items List

エ	Mix Gummy
Ofe	Hat
カ	Wind Mantle
+ O	nge Gummy ×2
ク	Namco Coin

・・・Floor that becomes passable when rotated



L・・・Wall that rotates when pushed

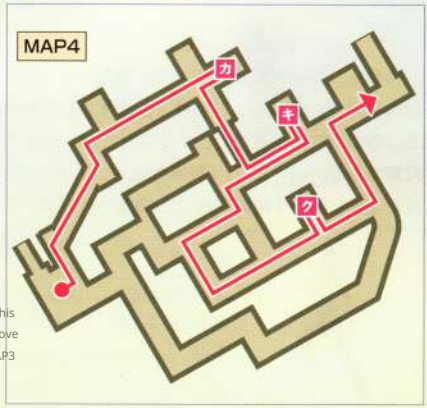
GIMMICK1 Aim for the top floor while rotating walls

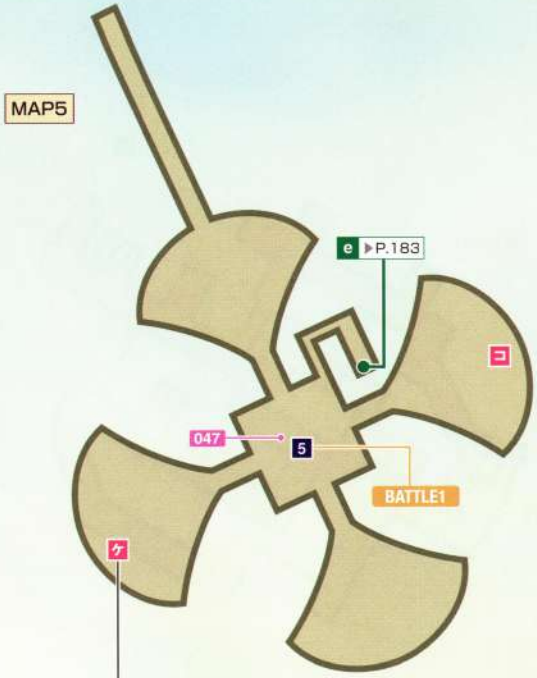
The L-shaped or T-shaped walls in MAP4 will rotate when pushed and allow you to proceed. However, depending on the shape of the corridor, the rotation may be obstructed and you might not be able to push the wall, so proceed with caution.

The route to proceed to MAP5 while opening the three chests is as shown in the diagram on the right. If you go the wrong way you may be unable to open some chests; in that case, return to MAP3 once to reset the walls to their initial positions.

When it becomes like this you won't be able to move the walls. Return to MAP3 and reset

Route to MAP5 while opening the chests





Climb the Tower Again and Open the Treasure Chest

The first time you reach the summit, immediately after defeating Armes you move to the entertainment city Yuraio. Therefore, to open と and ヨ ou must climb the tower again. The re are also sub-events that occur at the summit, so be sure to climb it.

Obtained Items List

ケ 5963 Gald

Dazzled Savory

BATTLE 1 In the latter half when it uses powerful techniques, focus on defense

In the opening, the move “Bewitching Rose,” which attacks with roses while jumping, is used frequently. T his move has a vulnerability just as you land, so if you evade the attack, close the distance immediately and c ounterattack. Also, the three bombs thrown by “Gorge ous Bombard” will explode after some time.

Move away from the bomb. When Armes' remaining HP falls to 40% or below, he will start using "Bewitchin g Hurricane," a wide-range whip attack. Since multiple allies are likely to take large damage, set tactics to foc us on defense and try to keep remaining HP high.

Armes ▶P.356

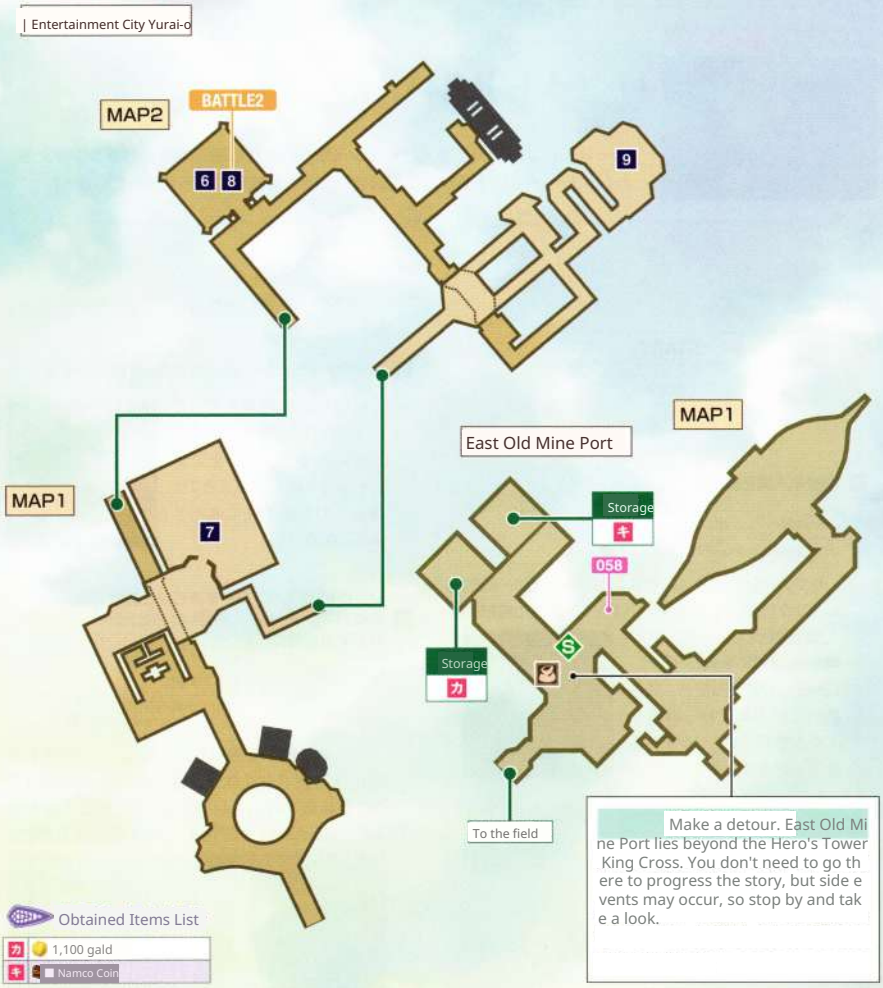
HP 25443 Steel Body 50

Resistance Water District Development

Drop Moonlight Charm [100%]

Stealable —

You can be hit d irectly by bomb s thrown by ene mies. Do not sta nd in front of th em.



BATTLE 2: Bring Kohaku as the healer

The Empire's Possessed Soldiers use two consecutive axe attacks and tackles, but their power is not high. Their steel body is also low, so if everyone focuses attacks on them, you shouldn't struggle much. Note that you can organize your party just before this battle starts. If you plan to include Kohaku as the healer in your party, finish setting Soma Builds, skills, and tactics before starting the fight. If you include both Hisui and Kohaku in the party, you'll have two healers and are unlikely to be incapacitated.

Empire Possessed Soldier ▶P.356

HP 4000 Steel Body 5

Resistance: Fire, Water Earth

Be careful only of the enemy's rage attack, and then have the whole party attack all at once.

Town Dungeon

Rignator Garrison (1)

Shing and the others head for the garrison to retrieve the Spirune held by Cornellpin. However, they fall into a trap set by Armes and are instead captured by the Imperial Army.

Flowchart

Skit p.409 Sub-event -

START

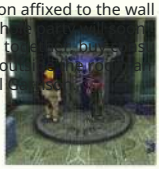
Party member Only Shing remains

1 Inspect the mechanical human

Party member All members

Skits: Bad Idea / Ines's Secret

When you arrive at the Lignatol Garrison, the party temporarily consists of only Shing, but if you examine the mechanical person affixed to the wall an event will occur and the wh... be reunited. Once the party is t... mable items from the soldier o... d begin exploring the Lignatol ...



2 Solve GIMMICK 1 on MAP 5 GIMMICK1

Enter MAP7 and defeat 3 Imperial Possession Soldiers

Enter MAP5

5 Shoot the switch with an Energy Shot to lower the bridge

On MAP 8 there are areas you cannot pass because bridges are raised. If you shoot the nearby switch with an Energy Shot, the bridge will lower and you can proceed.

Enter MAP 11 and defeat Cornellpin.

6 After being automatically moved to the field, go to the Dozmore Back Road

Party member Kohaku and Ines leave the party

Skits Kohaku is worried / the letter's destination / The meaning is 2 / to reunite as well

After defeating Cornellpin and exiting, you will no longer be able to return to the Lignatol Garrison. The next time you can enter is Lignatol Garrison (2) (p.215), where you will be able to explore a wider area than this time.

Enter to Dozmor Back Road P.190

Enemy data P.356

Guard Hound
HP 3350 Copper Body
Resistance: Four...脂田爽版

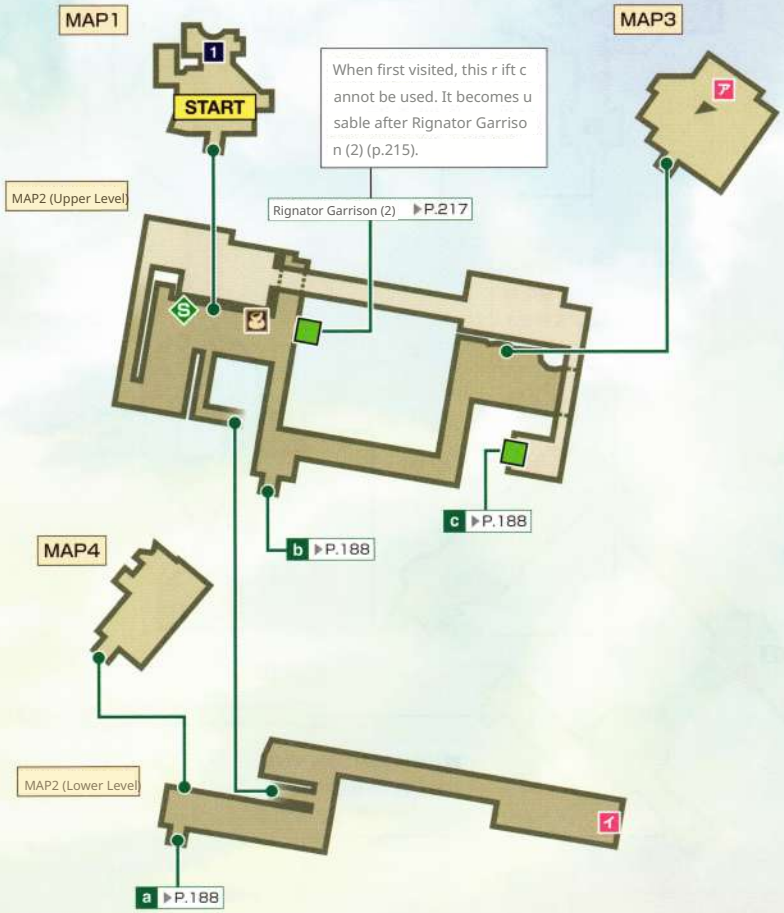
Imperial Soldier
HP 3200 Bronze body: 0
Endurance Suikōen

Imperial Elite Soldier
HP 3500 Steel Body: 0
Resist... Region

Empire Possessed Soldier
HP 4000 Steel Body 5
Resistance: Fire, Water, Thunder, Light

Imperial Possession Elite Soldier
HP 4500 Steel Body 5
Resistance: Fire, Light

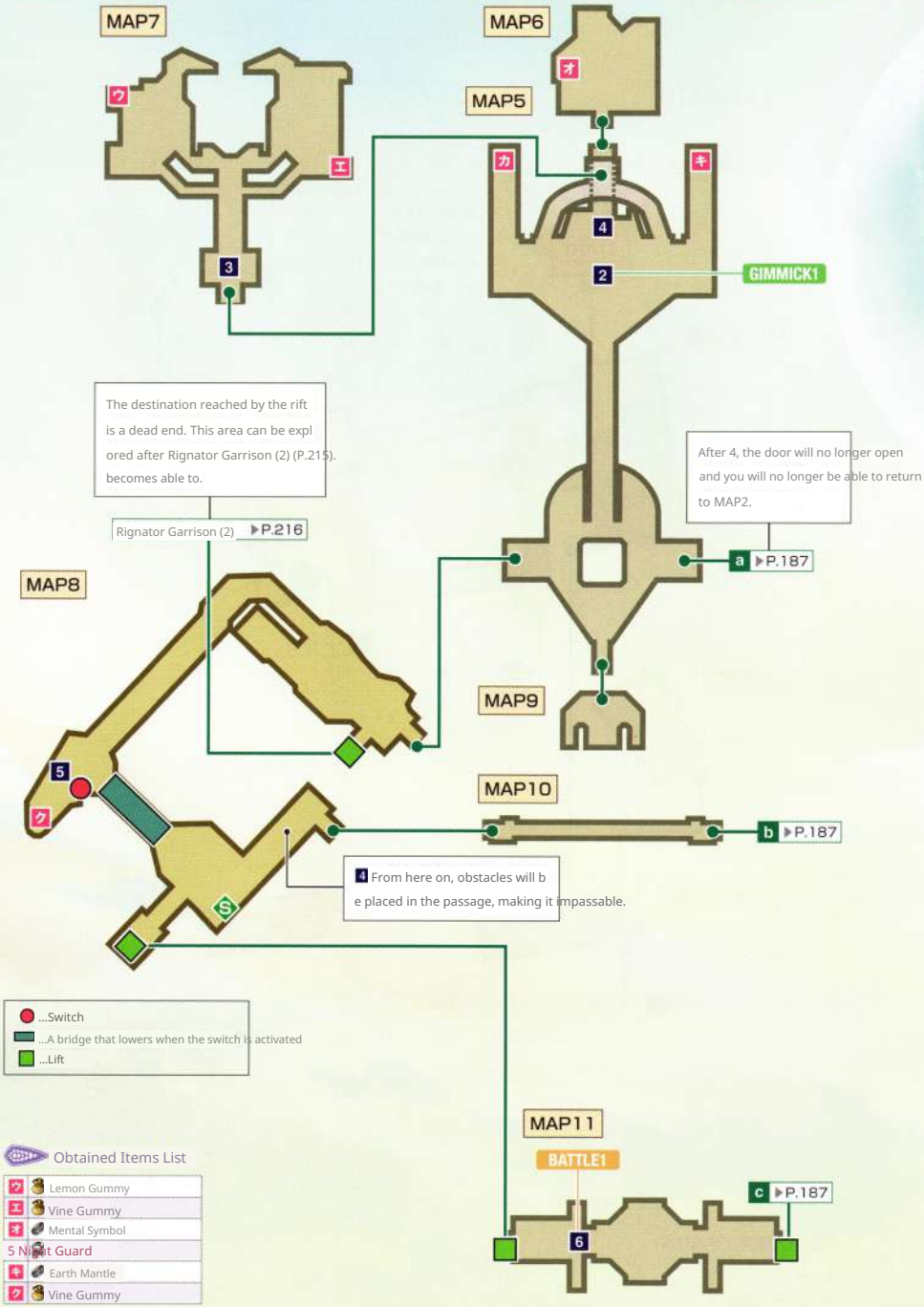
Rignator Garrison (1)



Obtained Items List

7 Feather Robe
2500 Gald

■...Rift


MAP7
MAP6
MAP5
GIMMICK1
The destination reached by the rift is a dead end. This area can be explored after Rignator Garrison (2) (P.215). becomes able to.
Rignator Garrison (2) ▶P.216
After 4, the door will no longer open and you will no longer be able to return to MAP2.
a ▶P.187
MAP8
MAP9
MAP10
b ▶P.187
4 From here on, obstacles will be placed in the passage, making it impassable.
...Switch
...A bridge that lowers when the switch is activated
...Lift
MAP11
BATTLE1
c ▶P.187

Obtained Items List

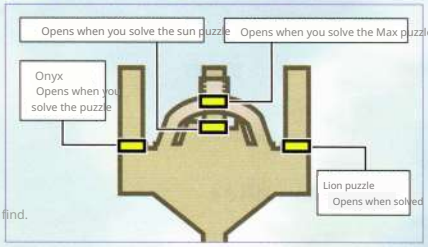
ウ	Lemon Gummy
エ	Vine Gummy
オ	Mental Symbol
5 Night Guard	
キ	Earth Mantle
ク	Vine Gummy

GIMMICK1 Solve four puzzles to open the door

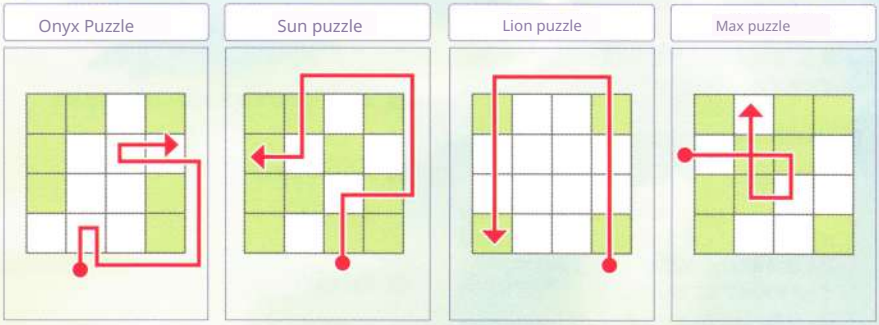
There are four puzzles in total on MAP5; solving all of them lets you proceed to MAP7. The ones you can attempt first are the Onyx, Sun, and Lion puzzles. Each is activated by shooting the switch near its door with an Energy Shot. After clearing these three, the fourth Max puzzle will automatically activate.

The switches that activate the puzzles are small but glow, so they are easy to find. Aim carefully and fire an Energy Shot.

These puzzles work so that when you step onto a panel, the panel you stood on and the four surrounding panels toggle on and off. You clear the puzzle by moving across the panels and turning all of them on. Leaving the panel area is allowed, so use movement of the panels as shown in the example below to clear the puzzle. <Locations of doors that open when puzzles are solved>


Opens when you solve the sun puzzle
Opens when you solve the Max puzzle
Onyx
Opens when you solve the puzzle
Lion puzzle
Opens when solved

An example method for solving the puzzles



BATTLE1 Attack when there is an opening after a chained attack

Cornelpin launches a variety of consecutive attacks with his two-handed axes, slashing and attacking while spinning in the air. There is a small opening at the end of the spinning attack, so quickly close in and strike.

He will also sometimes advance while performing 20 consecutive slashes; when this attack ends he becomes winded and stops in place. This is his largest opening, so don't miss the chance to counterattack.

Cornelpin ▶P.356

HP 31948 Armor 60

Resistance Fire Water Earth

Drops Magic Mist [100%]

Stealable —

When his HP falls to 40% or below, he uses the powerful "Grand Impact." Prioritize defense.

Town | Dungeon

Dosmore Back Road

Having barely retaken the Spirune, Shing and the others were split up after being attacked by the rampaging Sergeant Mo
They hurry on, promising to meet at the "letter's destination."

Flowchart

Skits P.409 Subevents P.292

START

Sub Event 052 053

Skit: Before Reaching the Imperial Capital

1 Talk to Orb and depart

Companion: Kunzite joins

Skit: The Mysterious Man Kunzite

The ally Kunzite who joins here is characterized by high physical defense and learning many dark- and wind-element Artes. However, his magic defense is low, so he is prone to taking heavy damage in battles against enemies that frequently use mind-based attacks.

2 Approach the ore on MAP2

Item: Sorcerer Ring 2

A new function for the Sorcerer Ring—Energy Blow—will be added. Using this, you can break ores, large rocks, and the like, and you can also activate devices and switches. From now on, you can press the L button at any time to switch between Shot and Energy Blow.

3 Proceed further on MAP3

Title Kunzite: Cold-hearted Machine Man

Skits: I Want a Little Sister

44 Break the black ore with Energy Blow

5 Destroy the small purple ore with Energy Blow

6 Destroy the small purple ore with Energy Blow

7 Destroy the small purple ore with Energy Blow

8 Destroy the large purple ore with Energy Blow

9 Go out into the field

Sub events 1054 055 056 057 058

10 Enter the imperial capital Estrega

Party Member Kohaku and Ines join

Title Kunzite: Artificial Spiria

Sub event 59

Skits: Unravel the mystery

11 Spillink to Chalcedony

To Calcedony's Spellmaze P.194

Ehemy Data P.356

Fake

HP 9999 Steel Body 100

耐性 火 水 地 風 雷 光 闇

Eggbear

HP 4240 HP 3000

火 水

Melting Pot

Steel Body 10 Resistance Steel Body

Patience Fire Water Earth Country Light Garden

Mall Rabbit

HP 2420 Copper Body 0

Agility Fire Earth Wind

Mad Worm

HP 2250 Steel Body 0

Commercial Attribute Fo Barefo

Dosmore Back Road

MAP2

ア

b ▶P.192

When you approach the ore, you get pushed back

A large ore that emits light will, when approached, be affected by a magnetic field and push you back toward the front. Destroy it with an Energy Blow to eliminate the effect of the magnetic field.

イ

1

2

MAP1

The general store here is, O-
Talk to Bu and depart
and will become unusable.

053

1

052

a ▶P.193

S

START

To the field

Initially impassable

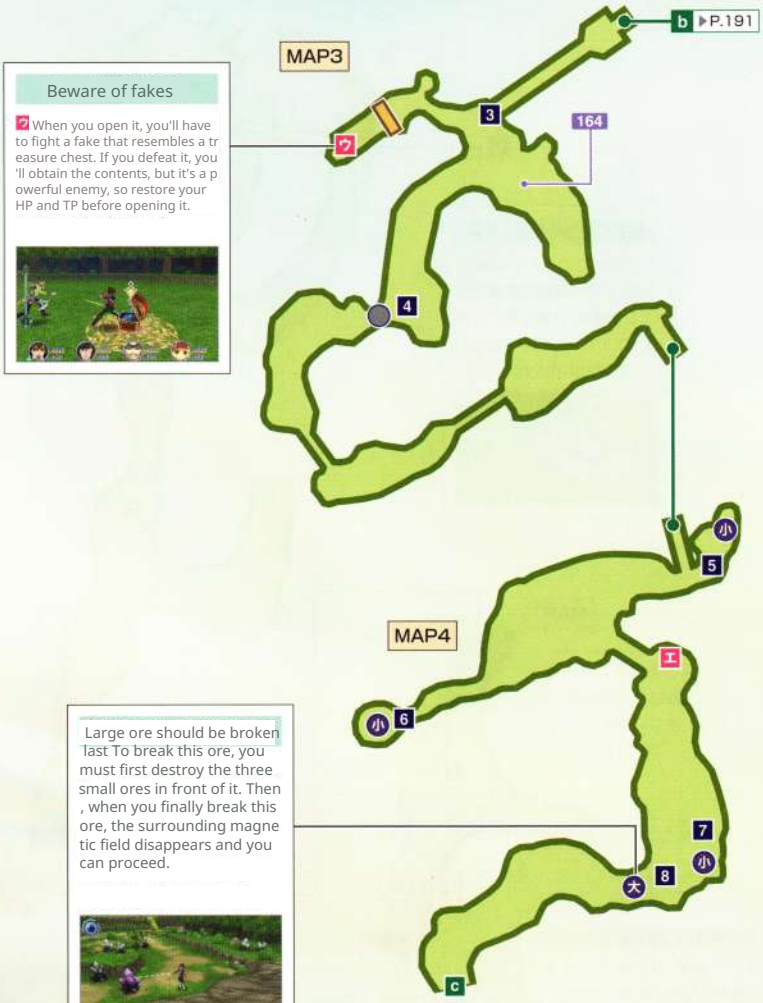
There is an imperial army checkpoint ahead, so you cannot pass through w hen you first visit. If you advance the s tory, you will be able to freely travel t hrough the Imperial Capital Undergro und Sewers (1) 4 (P.197) and beyond.

...Ore that can be broken with Energy Blow
■...Fallen log that can be burned with Energy Shot

<Obtainable Items List

A Paralai Bottle ×3

イ Paralai Charm



Beware of fakes

When you open it, you'll have to fight a fake that resembles a treasure chest. If you defeat it, you'll obtain the contents, but it's a powerful enemy, so restore your HP and TP before opening it.

Large ore should be broken last To break this ore, you must first destroy the three small ores in front of it. Then, when you finally break this ore, the surrounding magnetic field disappears and you can proceed.

...Fallen log that can be burned with Energy Shot

...Ore that can be destroyed with an Energy Blow

Large... Purple ore that can be broken with Energy Blow (Large)

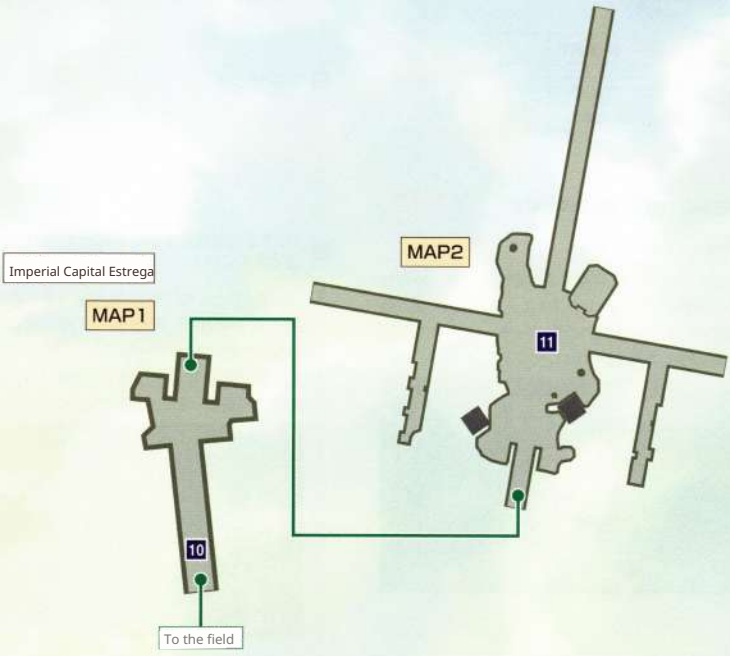
Small... Purple ore that can be broken with Energy Blow (Small)

<List of Obtained Items>

Green Beret

Pine Gummy

MAP5
a ▶P.191
c
9
To the field
The road leading to MAP1 is blocked by an imperial army checkpoint and cannot be traversed. It will become p assable after Imperial Capital Underg round Waterway (1) 4 (P.197).



[TOPICS Boss Victory Lines Collection 1 From here, we will introduce, in several installmen ts, the lines spoken by bosses when they win, t hat is, the lines you can hear when Shing and his party are defeated. These are valuable lines that can never be heard again if Shing and his party win. Note that Armes also has lines prep ared for fights in the arena.

NEXT P.245

Peridot	Battle Victory	Well then, time to report to the captain... oops!
Armes	Battle Victory	Huh... I'm sorry about that, Good-looking man♪
	Battle Victory (Arena)	Hehe I'll face you as many times as it takes
Battle Victory: Cornellpin		Gyahahahaha! I am a genius DA A A A!

Town | Dungeon

Chalcedony's Spillmaze

Influenced by the Rage Spirun, the berserk Kalsedony loses consciousness along with B araiba. To retrieve the Spirun, Shing and the others attempt to Spirlink with him.

Flowchart

Skit p.409 | Sub Event

START

Title	Galard: a master of tactics
Skits	Four-armed monster

Go to MAP3 and defeat Bairox BATTLE!

Item: Anger Spirune

Waiting at the deepest part of the Spirumaze is Pyrox, a retainer of Kalsedony. He is a very tough opponent, so i t's best to add Hisui and Kohaku to your party and adopt a strategy that prioritizes healing.

2 Exit the Spillmaze and restart from the Imperial Capital Estrega Start

Skits: Contents of the Wanted Poster

3 Approach Gannett

4 Go to the front of the Imperial Army Headquarters on MAP 2 and you will automatically go to the Imperial Capital Underground Sewers

If you go to the Imperial Army Headquarters with Gannett, you will head from the underground cell inside the headquart ers to the Imperial Capital Underground Sewers. Once you pr oceed to the underground sewers, you won't be able to retur n to Estrega for a while, but there are traveling merchants in the sewers, so you

To Imperial Capital Underground Sewers (1) ▶P.196

・Enemy Data P.356

Shamebrier (Sheimbria)
HP 2950 Bronze Body 0
Patience Fierce Water Landmine Light

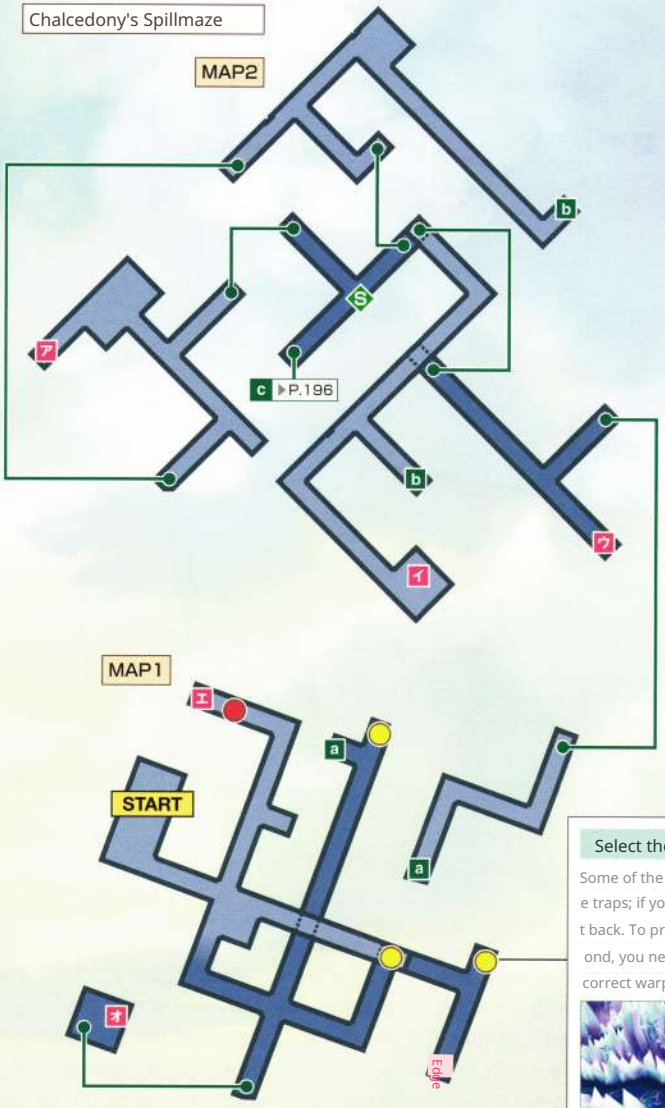
Shamecleome (Sheimcleome)
HP 2580 Copper Body
Resistance Four

Gladiolus
HP 4345 Steel Body 5
Resistance Fire Water

Campanula
HP 4872 Armor 10
Resistance Fierce Water Earth Nation

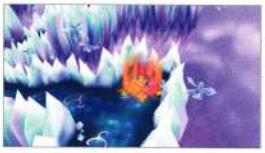
Geranium
HP 3850 Steel Body 5

Chalcedony's Spillmaze



Select the correct warp point

Some of the warp points on MAP1 ar e traps; if you use them, you'll be sen t back. To progress to MAP2 and bey ond, you need to choose and use the correct warp point.

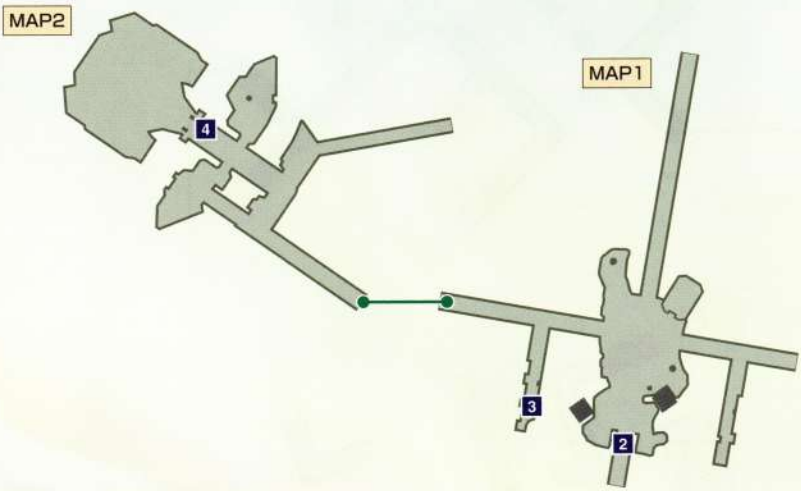


Obtained Items List

Apocalypse Check	
1	Life Bottle ×3
7	Orange Gummy ×2
Ξ	Apple Gummy ×2
O	High Holy Bottle ×2
Ka	Mixed Gummy ×2

○··· Warp point (wrong)
● · · · Exit of warp point (wrong)

Imperial Capital Estrega



BATTLE1 Avoid long-range cannon fire by circling around

There are broadly two types of techniques used by Vayrox. Ranged attacks such as the cannon-fired "Burst Shot," and melee attacks like "Range Fire," where it swings the club it carries. The biggest opening occurs when it fires the cannon. Because Vayrox often puts distance between itself and you before firing the cannon, if you chase after it and circle to its rear, you can attack during the opening when it fires the cannon. Also, when its remaining HP falls below 60%, it will start using moves like "Splash," which fires a projectile into the air and then rains down water-elemental bullets. This move can hit multiple times and deals high damage, so be careful. When you see the projectile launched, immediately use a party-wide guard to block it.

Vayrox [1] ▶P.356

HP 36352 Defense (Sturdiness) S

Resistances: Fire, Water, Map dikarize

Drops: Attack Ring [100%]

Stealable

If you are hit by the projectile, you will take hundreds of points of heavy damage. Watch the movement carefully and dodge.

Town | Dungeon

Imperial Capital Underground Sewers (1)

Pursued by the Imperial Army, Shing and his companions barely escape Estrega with Gannett's guidance . They aim for the outside by passing through the underground sewers that crisscross the imperial capital.

Flowchart

Skit p.409 Sub-event P.292

START

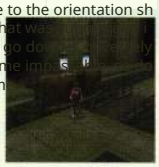
Skit: The Sewer Ghost Story

Near the starting point there is a ladder used to enter the imperial capital's underground sewers, b ut you cannot return to the capital now. A fierce ba ttle awaits at the sewer exit, so ms and the like from the travel the high ground and proceed thoroughly. It's a bit high.

1 Approach the water level control device o

2 Shoot the water flow regulator with an Energy Shot

Shooting the water flow regulator with an Energy Shot changes the device's orientation and alters the water flow. If you set the device to the orientation sh own in the picture, the ladder that was n MAP 6 will appear so you can , the passage in MAP 4 will becom not shoot the device at that tim



3 Go to MAP7 and defeat Kunzite BATTLE!

Party member	Kunzite withdraws (before battle) / Kunzite joins (after battle)
Title	Hisui: The man who doesn't learn Kunzite: Int rusive bodyguard Shing⇔Kohaku【100】, Shi ng⇔Kunzite [100] KohakuHisui【100】 Kohak u⇔Beryl【100】 Kohaku⇔Ines【100】 Kohaku ⇔Kunzite [200] Kohaku ⇔ Galad [100], Hisui K unzite [100], Beryl Kunzite [100] Ines ⇔ K unzite [100] Kunzite Galad [100]
Soma Link	
Skits	Characteristics of the Crystallized People / Kohaku, Angry / Very Big! What is Geijutsu? / Chase Chalcedony

When you go outside, battles with Kunzite will occur. If Kunzite was your main force, carefully review your pa rty formation and tactics in the pre-battle party setup.

4 After going out to the field, go to the Sheherazade Desert

Sub Event 060

To the Sheherazade Desert P.200

Enemy data P.356

Rover Club
HP 4250 Steel 15
Resistances: Fire, Water, Earth, Miscellaneous Mag

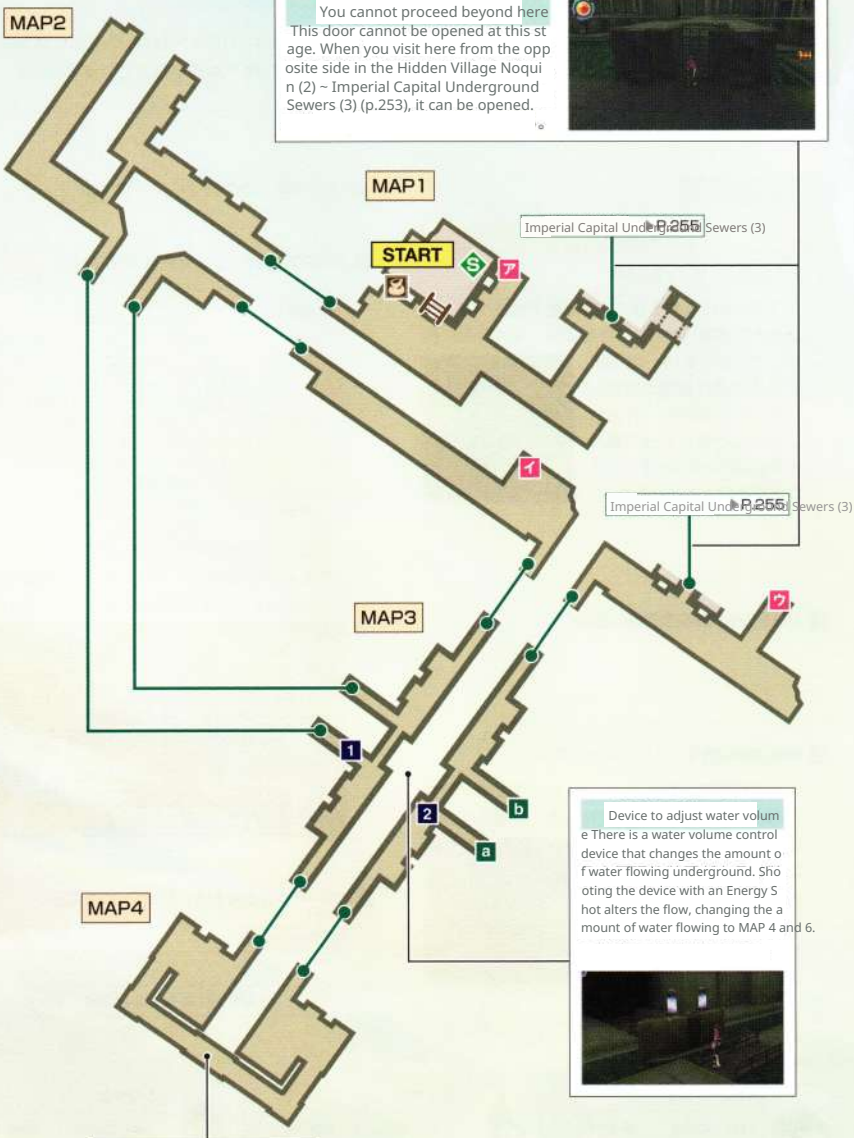
Merman
HP 3600 Steel Body 5
Endurance Suikōen

Shirogeko
HP 3270 Steel body
Patience 44

Oil Slider
HP 2750 Pan Body: 0
Resistances: Cool, Cool Earth

Cutlefish
HP 3925 Copper Body
[Resistance Shikoku

Imperial Capital Underground Sewers (1)



You cannot proceed beyond here This door cannot be opened at this stage. When you visit here from the opposite side in the Hidden Village Noquin (2) ~ Imperial Capital Underground Sewers (3) (p.253), it can be opened.

Imperial Capital Underground Sewers (3) ▶P.255

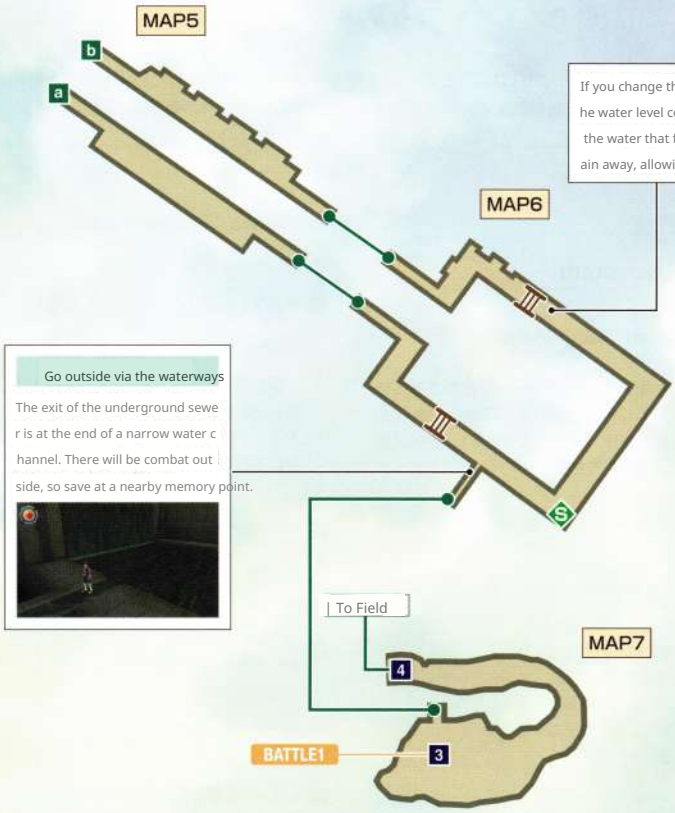
Imperial Capital Underground Sewers (3) ▶P.255

Device to adjust water volume There is a water volume control device that changes the amount of water flowing underground. Shooting the device with an Energy Shot alters the flow, changing the amount of water flowing to MAP 4 and 6.

1 If you use the water volume control device at this point, you will no longer be able to pass through this passage, so be careful.

Obtained Items List

A Hot	Bottle ×2
1	2750 gald
2	Blue Ribbon


MAP5
b
a
If you change the orientation of t he water level control device at 2, the water that filled MAP6 will dr ain away, allowing the lower tier to be accessed.
MAP6
S
Go outside via the waterways
The exit of the underground sewe r is at the end of a narrow water c hannel. There will be combat out side, so save at a nearby memory point.
To Field
MAP7
4
BATTLE1
3

BATTLE1 Keep attacking steadily without flinching at the onslaught

Kunzite's attacks include many fast moves such as "Shun'eijin (Shadow Slash)" and "Jaryu Koga (Serpent-Dragon Fang)". Also, t here are techniques with extremely wide attack ranges like "Rets u·Majin Ken (Fierce·Demon God Sword)", and it is almost impossi ble to both avoid these and land hits. Attackers should be prepar ed to take counterattacks and press the assault forcefully while doing so. Meanwhile, have Hisui and Kohaku f ocus on healing and prioritize restoring HP quickly. By the way, the best opportunity to attack is when K unzite is casting spells like "Wind Cutter". Don't worr y about whether you can interrupt the cast—launch a full assault.

Kunzite ▶P.356

HP 42052 Armor 65

Patience Fire Water Earth Lightning Light

Drop: All Divide [100%]

Stealable —

"Sora Kyōeijin" (S ky Mirror Shado w Formation), wh ich deals heavy d amage, is used w hen HP falls to 60% or below.

Town | Dungeon

Sheherah Desert

In pursuit of Chalcedony, who escaped the imperial capital while still carrying Kohaku's Spirune, the party challenges the crossing of the Scheherah Desert — said to take a thousand nights to traverse.

Flowchart

Skits p.410 Subevents p.292

START

Subevent D61

Skits: Distress 1 / Secret Function Unlock 1/ Dessert in the desert

In the Scheherah Desert, enemies such as sandworms appear that can petrify you. Buy several "Stone Bottles" that cure petrification in bulk from the traveling merchant near the starting point.

1 Approach the sandworm nest on MAP2

Party members: Only Shing and Kohaku remain

Skits: Will it be okay.../Head for the Oasis

From here for a while, Shing will act alone or together with Kohaku. In battles, avoid taking unnecessary risks and run away immediately if you get into trouble.

Enter MAP3

Party members: Only Shing remains

Enter MAP4

Party members: Kohaku joins

Soma Link Shing⇔Kohaku [380]

Skit: That Light Is ...

4 Approach the cactus

Item: Miracle Gumi (when using Energy Blow)

If you choose the option "Shoot with Energy Blow," after a sequence similar to an all-party wipe, you will receive an item. Since you get an item and can also see a rare animation, be sure to choose this option.

Approach the sandworm nest on MAP5

Party members: All members

6 Approach the sandworm nest and defeat Sandworms and Tiny Worms **BATTLE!**

Item: Joyful Spiraloon

Soma Link: All members all 【60】※

7 Enter MAP6

Title: Shing: Soma Linker / Kohaku Soma Linker

Sub-event 1062063

Skits: Don't Link!/Kohaku's Smile/Wonderful Feature/ The Holy City Lies Further North

8 After leaving the field, go to the Bridge-top Holy City Pransule

To the Bridge-top Holy City Pransule P.204

Enemy data P.356

Emerald Beetle

HP 3350 | Steel body

耐性 火 水 地 風 雷 光 闇

Grave Tortoise

HP 4800 | Steel Body 15

Resistances: Curse, Water, Landmine, Light, [Unk Resistances: Fire, Water, Map

Salamander

HP 5300 | Armor 10

Resistances: Fire, Water, Map

Tiny Worm

HP 3280 | Steel Body: 0

Resistance Fire Water Earth

Cockatrice

HP 4000 | Steel body

Resistance Four Elements N

※Except for Chalcedony, the Soma Link of all other allies increases.

Sheherah Desert

MAP3

a ▶P.202

MAP2

MAP1

Cannot return to the previous area After being attacked by a sandworm and separating from Hisui and the others, you will temporarily be unable to return to MAP1. You can pass through again after reuniting with Kohaku. 3

From the Scheherazade Desert onward, rocks disappear, making it possible to reach Pransool without passing through the Scheherazade Desert.

061

START

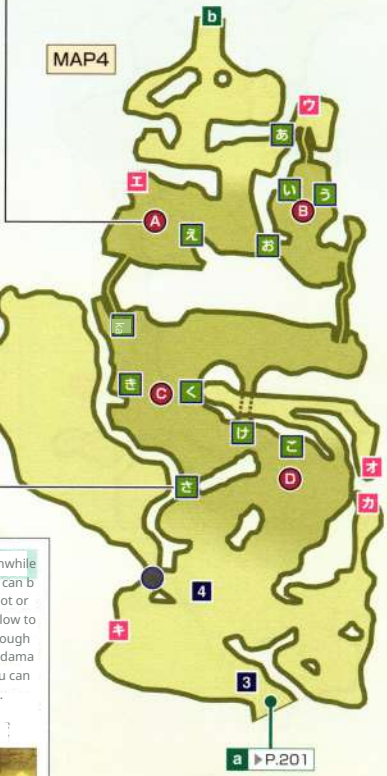
・To the field

Obtained Items List

- Vine Gummy
- Orange Ribbon

Defeat the enemies in the nest

On MAP4, there are four Tiny Worm nests. Entering a nest starts a battle against three Tiny Worms; upon victory you can obtain items.



Breaking cactuses is worthwhile
Cactuses blocking the path can be burned with an Energy Shot or destroyed with an Energy Blow to make them disappear. Although you take a small amount of damage when breaking them, you can obtain items, so it's worth it.

Obtained Items List

Ulife Bottle ×3	
m	Namcoin
オ	Prigandy
Castone Charm	
キ	Stone Bottle ×3
ク	Namco Coin

Break the cactus Obtainable items

a Elixir	
い	Apple Gummies
う	Sage
e Barbashia Bottle	
○	Life Bottle ×2
か	Vine Gummy
き	Mix Gummy
K-Specific	
け	Lemon Gummy
E Stone Bottle ×2	
さ	Liqueur Bottle

Defeat the Tiny Worm Obtainable items

A	Lemon Gum ×2
B	Treat
C	Liqueur Bottle ×2
①	Ivy Gummy

...Rock breakable with Energy Blow
...If broken with an Energy Blow, it will drop an item

Obtainable Support Items

...Tiny Worm Nest

MAP 6 of the Sheherah Desert is an oasis with an item shop and an inn. Recover the HP and TP lost from the battle with the Sand Worm and restock consumable items.

Shadow Gem of the Sheherah Desert

Like in the Twilight Forest (p.149), there are monuments in the Sheherah Desert with Shadow Gems embedded in them. Remember the locations.

Door that opens after clearing

This door will open after clearing the area. Beyond the door lies Driver's Gate A (p.330).

BATTLE 1: When it burrows into the sand, defend with a party-wide guard

The Sand Worm frequently uses an attack where it burrows into the sand and then strikes upward. If you chase it while it's underground, you will take damage from the upward strike, so it can be wise to watch from a party-wide guard until it re-emerges. Also, if you are hit by the Sand Worm's sand-spitting attack, you may become petrified. It's a good idea to set your tactics to use an item immediately when afflicted by a status abnormality.

When we go on the offensive, guard against its sweeping, slam, and tail attacks before counterattacking, or strike during the opening after the Sand Worm bursts out onto the surface. Note that Tiny Worms keep reappearing even if defeated, so focus your targeting on the Sand Worms only.

Sandworm ▶P.358

HP 48870 Armor 60

Resistances: Fire, Water, Map

Drops Earth-Thought Stone [100%]

Steal -

Sweeping and tail attacks have large movements, and you can still guard even after seeing them.

Town | Dungeon

Pranceur, the Holy City on the Bridge

Helped by the strong bond forged by the Soma Link, Kohaku regains feelings of joy. The party visited Pransul, the headquarters of the Valeya Church, to search for the remaining Spirune.

Flowchart

Skits p.410 Subevents p.292

START

1 Defeat 3 Advanced Assault Posses — BATTLE!

2 Go to the front gate

Title: Ines: Dramatic Performer?

3 Automatically move to MAP4

Sub Event 064

Skits: The Real Lie / I Messed Up

Automatically move to MAP4

When you return, go back on
ce to MAP2 and trigger 064.

The sub-event occurs at the 10
is very short, so at this time

It is prudent to take a look at it from th

4 Go to the orphanage in MAP 6

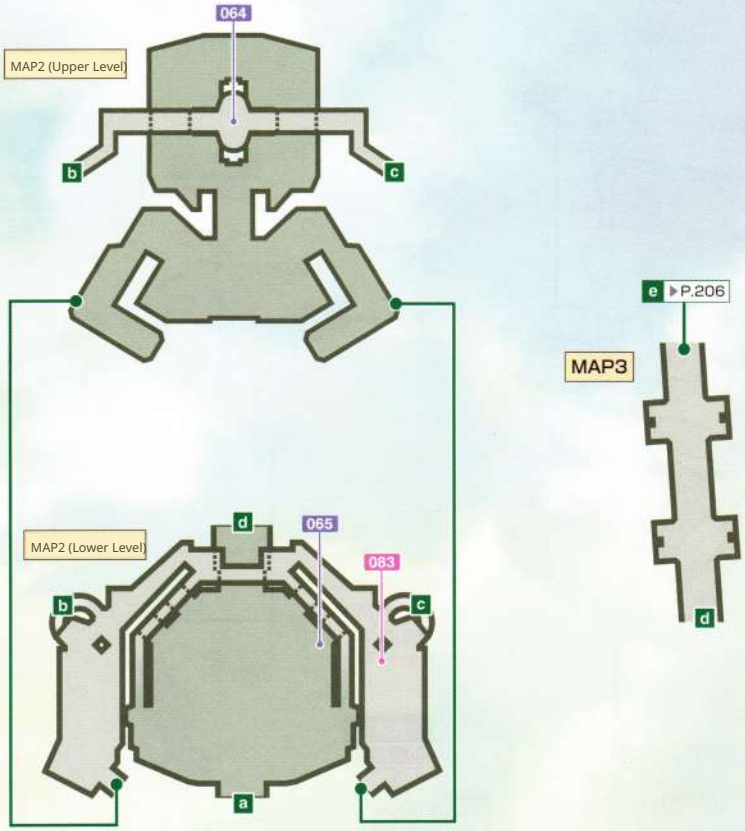
Title: Beryl: The Lured Girl Skits: S
antex Grand Cathedral After the ev
ent at the orphanage where the cry
stallized knight Peri dot reunites, the
gate of Santex Grand Cathedral op
. Prepare at the inn and shops on
4 before heading to the cathedral

5 Go to Santex Cathedral

To Santex Cathedral P.207

Map

Pranceur, the Holy City on the Bridge



BATTLE1 Move while fighting to avoid being surrounded

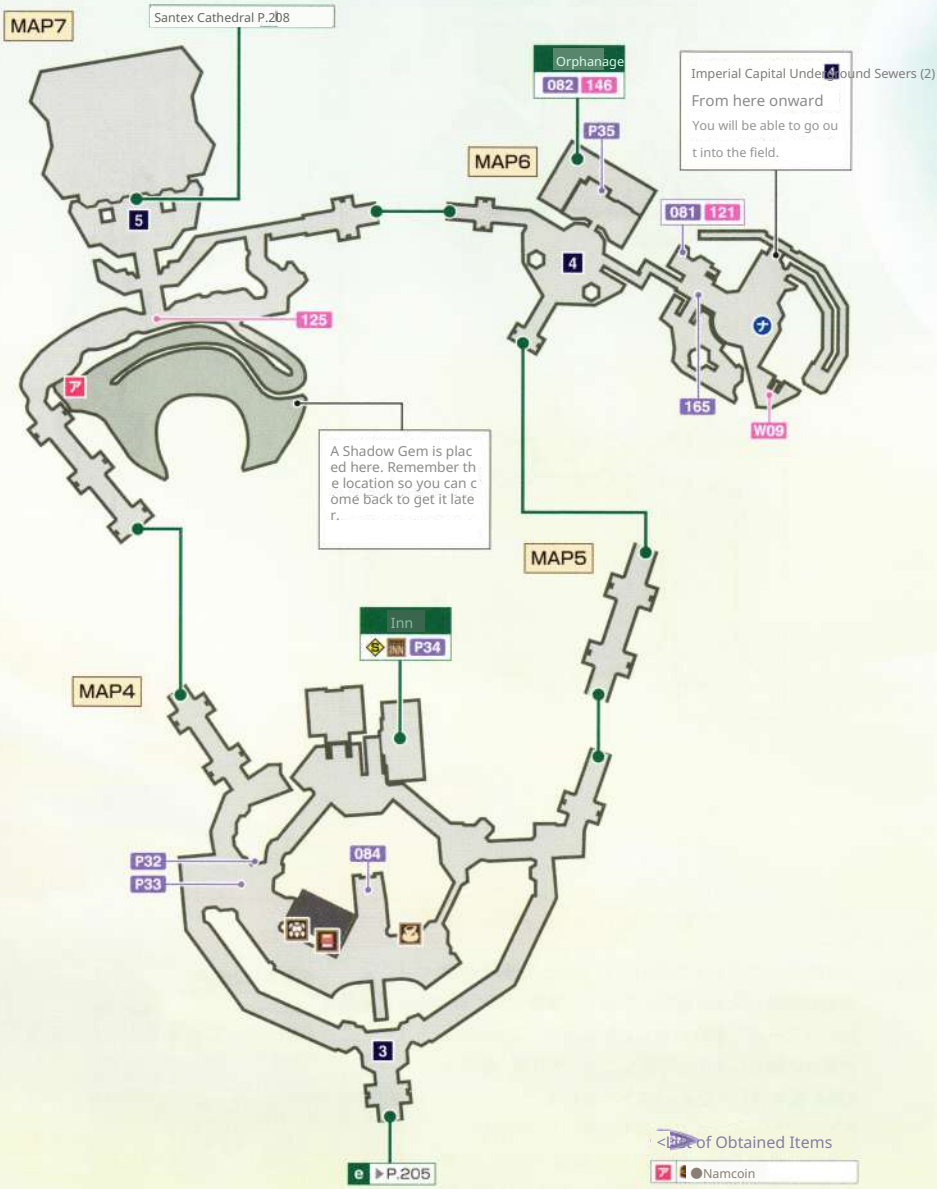
The three Assault Possession Elite Soldiers fiercely attack using consecutive axe strikes, spinning slashes, tackles, and the like. To avoid being overwhelmed all at once, fight while freerunning to keep an appropriate distance. At that time, to efficiently reduce the number of enemies, use "Spectals" and then target enemies with low remaining HP first. Also, because Assault Possession Elite Soldiers have low sturdiness, you can easily stagger them with normal attacks. After staggering them, unleash skills to finish a combo.

Assault Possession Elite Soldier ▶P.358

HP 6200 Sturdiness 10

Resistances 火 水 Earth 雷 雷 光 闇

There are very many opportunities to receive enraged attacks from enemies. Use Guard Counter.


MAP7
Santex Cathedral P.208
Orphanage
082 146
P35
MAP6
Imperial Capital Underground Sewers (2)
From here onward
You will be able to go out into the field.
081 121
5
4
125
7
165
W09
A Shadow Gem is placed here. Remember the location so you can come back to get it later.
MAP5
Inn
P34
MAP4
P32
P33
084
3
P.205
Type of Obtained Items
Namcoin

Town | Dungeon

Santex Cathedral

Chalcedony challenges Shing and his group to a duel wagering Kohaku's Spirune.

The designated dueling site was the top floor of the Crystalline Knights' headquarters, Santex Cathedral.

Flowchart

Skits P.410 Sub-event P.292

START

Skits: The Cathedral Trap

1 Solve GIMMICK1 on MAP3 and obtain the "Feather Ku
Obtain the "Jira Statue 'Red'" GIMMICK1

Obtain the "Feather Whale Statue 'Blue'" on MAP2 (upper layer)

3 On MAP4, solve GIMMICK2 and ob "Feather Ku"
tain the "Jira Statue 'Yellow'" GIMMICK2

Ob ain the "Feather Whale Statue 'Green'" on MAP2 (lower layer)

5 Insert the four "Feather Whale Statues" into the organ in the order red, green, yellow, blue to open the door to the top floor

6 Enter MAP7 and defeat Chalcedony [2], Peridot [2], Bairox [2] BATTLE1

Item: Dream Spirune

Go to the Holy City Princeur on Bridge 7

8 nter MAP1

Soma Link All members All members [70]*1
Sub event 065
Skits Joint Front/Distorted World

9 Go to the front of the orphanage on MAP3 and defeat Assau lt Possession Advanced Soldier ×3

Approach the Crescent Beach on MAP4

Party member Chalcedony accompanies (joins the party)

11 Talk to the children on MAP3. After you are automatically take n out to the field, go to West Marquis Port

Party member halcedony joins
Soma Link Shing ⇔ Kohaku [30] Shing ⇔ Hisui [70]
Kohaku Hisui [90] Al Chalcedony [90]
Sub-event 066
Skits: Reliable Support / Cooking Skills 1

After escaping the town, Chalcedony, who joins the part y, is characterized by learning many light-attribute techniq ues in addition to restorative arts like "Heal." Furthermore, at this point the maximum level of the Spiral Drive become s 3, enabling the use of a Mystic Arte. Note that you will not be able to return to Princeur for a while after this.

To West Marquis Port P.212

Enemy data P.358

Crystal Knight Soldier x2
HP 4200 Steel Body 5
Resistance Zone

Assault Possessed Soldier x3
HP 5500 Armor 10
Resistance Water Map

Assault Possession Advanced Soldier ※3
HP 6200 Armor 10
Resistance Fire Water District Field Light

Venom Insect 2
HP 3255 Steel body
Resistance Fo Nation Nation Nation

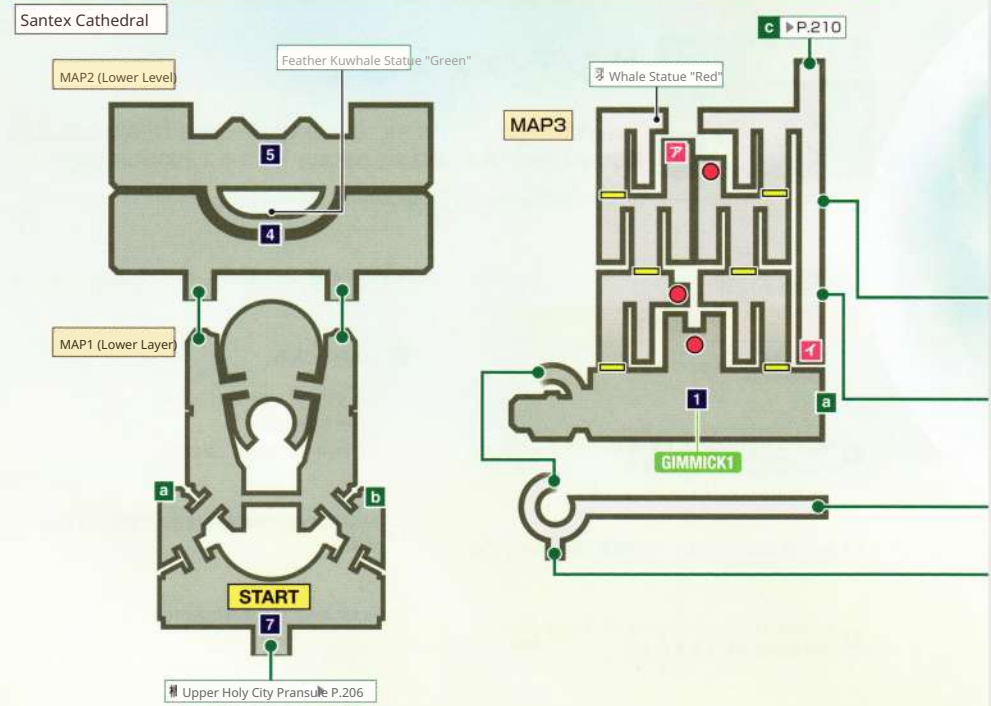
Vulture ※2
HP 3678 Steel Body 0
Resistance: Earth Region Valley Light Dark

Under Squid ※2
HP 4600 Steel Body 0
Resistance: Fire Water Earth Nation Light Garden

※1 Increases the somalink of all allies except Chalcedony. ※2: After Santex Cathedral, if you exit MAP7 it will no longer appear.
※3: During the period from Santex Cathedral–, it appears inside the Upper Holy City Fransule.

Map

Santex Cathedral

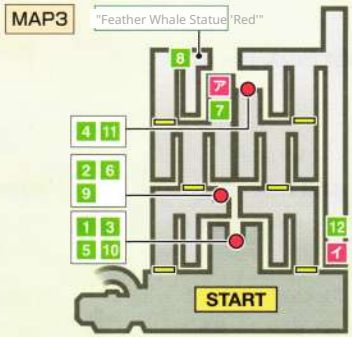


GIMMICK1 Use levers to open and close doors and head upward

The "Feather Whale Statue 'Red'" is located at the very top of MAP3. To obtain it, you need to operate the three levers in the room and progress while opening and closing doors. The operation steps are as shown in the flowchart below; be sure to open the treasure chest along the way. After clearing it, go to MAP2 (upper layer) to pick up the statue. c

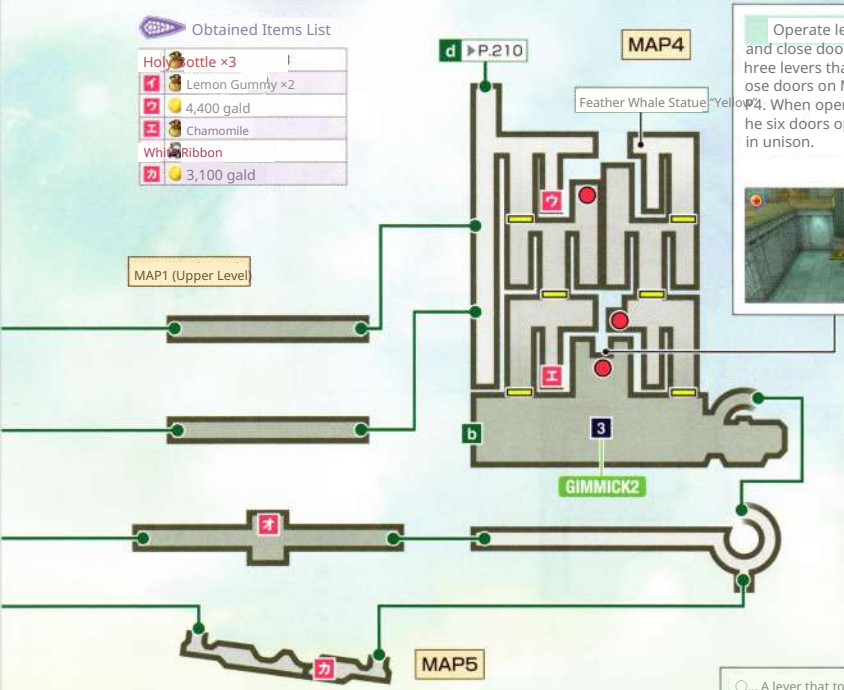
How to solve the mechanism

1 Operate the lever
2 Operate the lever
3 Operate the lever
4 Operate the lever
5 Operate the lever
6 Operate the lever
7 Open the treasure c
8 Obtain the "Feather Whale Statue 'Red'"
9 Operate the lever
10 Operate the lever
11 Operate the lever
12 Open the treasure chest



Obtained Items List

Holy Bottle ×3	
イ	Lemon Gummy ×2
ウ	4,400 gald
エ	Chamomile
White Ribbon	
カ	3,100 gald



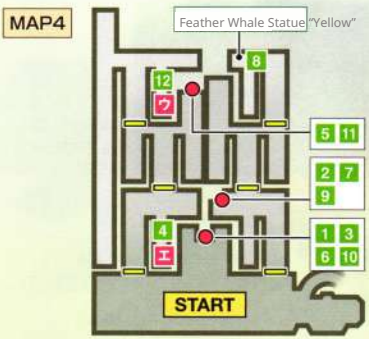
Operate levers to open and close doors There are three levers that open and close doors on MAP3 and MAP4. When operated, two of the six doors open and close in unison.

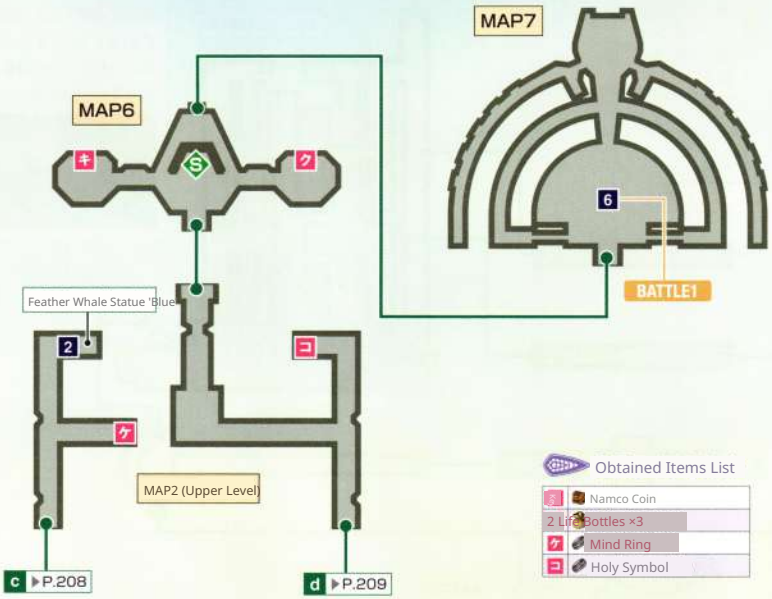
○... A lever that toggles the opening and closing of a door
▮... Door that opens and closes when the lever is operated

GIMMICK2 Start solving the mechanism from the bottommost tier

The mechanism and how to solve it are almost the same as GIMMICK1, and while opening and closing doors with the lever you will aim to obtain the "Feather Whale Statue 'Yellow'". What you need to be careful about is the method of solving this mechanism is that you must start solving the mechanism from the bottommost tier of the room. If you enter MAP4 by passing through the corridor of MAP1 (upper layer), you will not be able to operate the lever.

1 Operate the lever
2 Operate the lever
3 Operate the lever
4 Open the treasure chest
5 Operate the lever
6 Operate the lever
7 Operate the lever
8 Obtain the "Feather Whale Statue 'Yellow'"
9 Operate the lever
10 Operate the lever
11 Operate the lever
12 Open the treasure chest





Obtained Items List

	Namco Coin
2 Life Bottles ×3	
	Mind Ring
	Holy Symbol

BATTLE 1 Isolate Chalcedony and then finish it off

The arts and techniques the enemies use are almost the same as when you last fought them, but you should defeat them before our resources are heavily deplet

This time you face three enemies at once, so the earl y phase will be a tough fight. Set tactics to restore HP as early as possible, and actively use expensive heali ng items like "Pine Gummies."

At first, focus everyone's attacks on Peridot, who has low HP,

Chalcedony uses a mystic art whe n its HP decrease s. Do not attack i t until the end ph ase.

Once you defeat one, the battle becomes much eas ier, so then defeat Virox and Chalcedony in that order . Note that Chalcedony, after activating the Spiral Driv e, will use the mystic art "Yōshō Ten'ō Zan." Recover H P after it is activated and prepare for the mystic art' s damage.

Peridot [2] ▶P.358

HP 15193 Steel Body 15

Resistance: Wind, Earth, Light

Drops: Elixir [100%]

Stealable

Chalcedony [2] ▶P.358

HP 21882 Steel 15

Resistance: Fire, Water, Earth, Map, Garden, Light

Drop Elixir [100%]

Stealable —

Byrox [2] ▶P.358

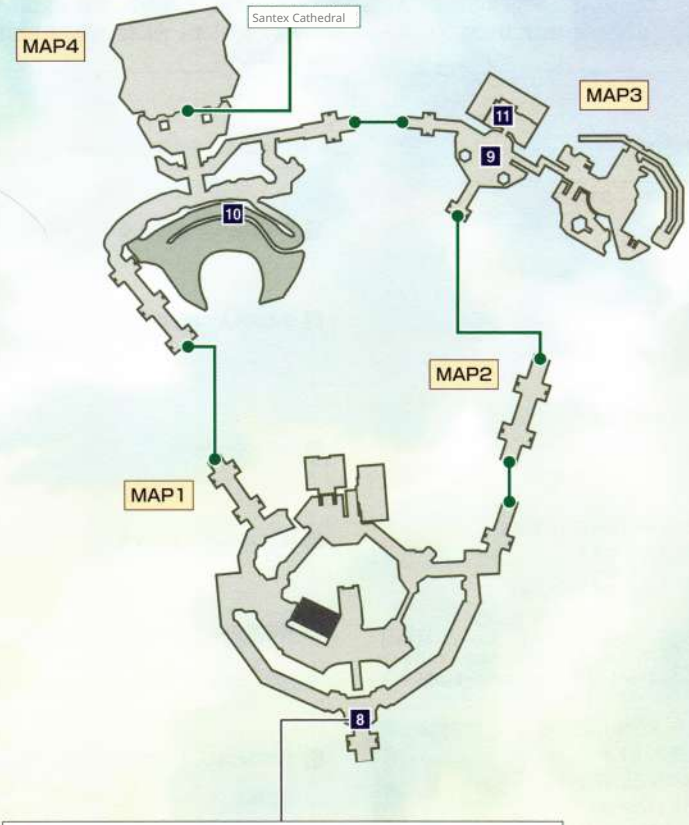
HP 23277 Steel Body 15

Resistance: Fire, Water, Earth, Map Field, Light

Drops: Specific [100%]

Stealable —

Bridgehead Saint City Pransur



Enemies begin to appear within the holy city

After B, the insider opens Pransur's main gate and the Imperial Army advances in. From then on, Imperial Army possessed soldiers will start appearing inside the city, so be very careful. Note that shops such as the item shop remain available.

Town | Dungeon

West Marquis Port

The Imperial Army's attack plunges the holy city into chaos. Amid the turmoil, Shing and the others who escaped the city renew their determination to search for Kohaku's Spirune and, following the light, visit the western port.

Flowchart

Skits P.410 | Sub-event P.294

START

Sub-event D67

1 Approach the ship

Party member: Kohaku and Ines leave the party

2 Talk to the warehouse keeper in the warehouse

Skits: Hurry to the Ship!

3 Approach the ship and defeat Special Operations Possessed Soldier ×3. After that, defeat Ines

BATTLE!-2

Companions: Ines joins (after the battle)

Title: Ines: Special Forces Major, Somalinker

Soma Link: Shing–Ines [180] Hisui⇔Ines [180] Beryl⇔Ines [180] Ines⇔Kunzite [180] Ines⇔Chalcedony [180] Ines–Galad [180]

From here, Kogaku will be absent until the Rignator Garrison (2)3 (P.215). If you want to fill the gap in the healer role, add Chalcedony to the party and have her learn "Heal."

44 Talk with Sango and go to South Penderoke Port

5 Traveling by ship

Skits: Became a good omen / A person of renown? / Together with Ines

6 Go out to the field

Sub-events 16: 069 070

Skits: Doesn't wake up / Keep going, Chalcedony 1

7 Enter the trading town Henzera

8 Go to the second floor of Lord Chen's n

Skits: The Whereabouts of a Billion Gald

9 Go out into the field

10 Enter South Penderoke Port

11 Approach the ship

Items: Ship's Title Deed

Talk to Sango and go to the Rignator Garrison

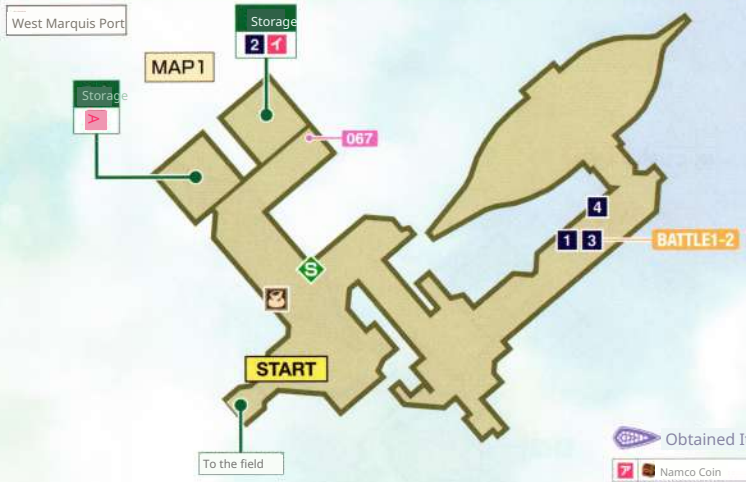
Title Galad: The Trusting Old Man

When you board the ship you can go to the Rignator Garrison, but once you set sail you can't easily return. The story will also take a major turn, so make sure there is nothing left unfinished before you board.

To the Lignator Garrison (2) ▶P.215

Map

Shop, p. 398



Obtained Items List

7	Namco Coin
1	Tuna ×3

BATTLE 1 Conserve HP and TP in preparation for consecutive battles

These possessed soldiers move faster than previous o nes and are prone to early attacks. Hit their weakness wit h light-element artes to reduce their numbers. After victo ry, you'll immediately face Ines in a consecutive battle, so it's best to keep your remaining HP and TP high.

Special Duty Possessed Soldier ▶P.358

HP 5157 Armor 10

Resistance Fire Water 地 風 雷 光 闇

Exploit weaknesses with moves like "Tor".

st Marquis Port

Calcedony's "Tennyūspear" and "Fo We

BATTLE2 Endure powerful water-elemental arts and counterattack.

Ines repeatedly uses water-elemental techniques such as "Burst Glass" and "Ballene Breath". She cont inuously unleashes techniques without significant o penings, so attack her head-on and aggressively. Sp ecifically, Shing and Beryl should hit her weakness with lightning-elemental arts, and when the Soul Gauge is filled, using Shing's Mystic A rte is an effective tactic. Also, when Ines's remaining HP drops to 40% or below, she uses "Grosvarg", wh ich has a wide attack range. If everyone takes dama ge, use recovery items like Hisui's "Nurse" or "Treat" .

Ines ▶P.358

HP 44000 Defense (Sturdiness) 5

Resistance Fire 地 風 雷 光 闇

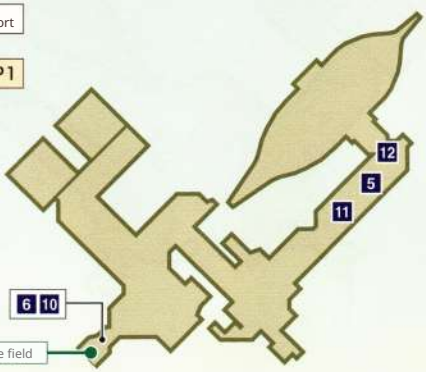
Drop -

Stealable —

If Ines activates a Spill Drive, re cover HP in pre paration for the Mystic Arte.

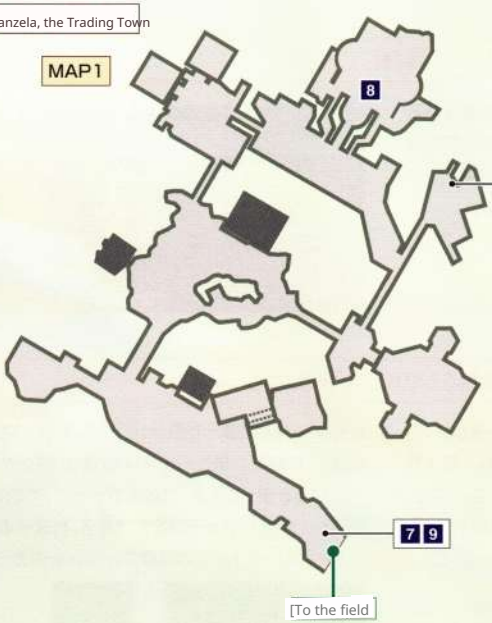
South Penderloch Port

MAP1



Hanzela, the Trading Town

MAP1



Escape through the hidden passage After visiting Chen's adult mansion, you will escape outside using the hidden passage. The mansion's hidden passage can be used only this one time.

Town | Dungeon

Rignator Garrison (2)

Kohaku has been taken away by Colonel Silva of the Special Forces. Reuniting with Ines, Shing joins hands again and infiltrates the Special Forces' base to rescue Kohaku.

Flowchart

Skit P.410 Sub-event

START

Skits: Find Kohaku / Out of the Ordinary / Save Kohaku

1 Go to the room in MAP10

2 Spirit-link with Laphicet

Title Galard: The Confessed Old Man

Skit Hope for Awakening / Galard's Past

3 Enter the torture room in MAP16 and defeat 3 Special Spirit-pos

Party member Kohaku joins

Skits The earlier Shing / Kunzite's smile / There's no banana!

4 Activate the device on MAP18 (upper level)

5 Activate the device in MAP18 (lower level)

6 Shoot the switch in MAP18 with an Energy Shot to dispel t he wall of light

7 Enter MAP19 and defeat Silva. Then Also, you will be automatically transported to the mobile Cryst al Castle Sandrion BATTLE1

Item: Love Spirune

Title: Kohaku: The Girl Who Regained Her Emotions

When Silba is defeated, you will be automatically moved t o Sandrion, and you will not b e able to enter the Rignator G arrison for a while. Make sure you haven't missed any treasu re chests before fighting Silba.

To Mobile Crystal City Sandrion (1) ▶P.221

Enemy data P.356

Fake

HP 9999 Steel Body 100

Rationality: 44

Special Duty Possessed Soldier

HP 5157 Armor 10

Resistance: Map Light

Skeleton Warrior

HP 4200 Steel Body 5

Mummy

HP 5100 Steel Body: 0

Resistance Fou

Poltergeist

HP 2500 Ste 10

Resistant to Earth, Mine, Ligh

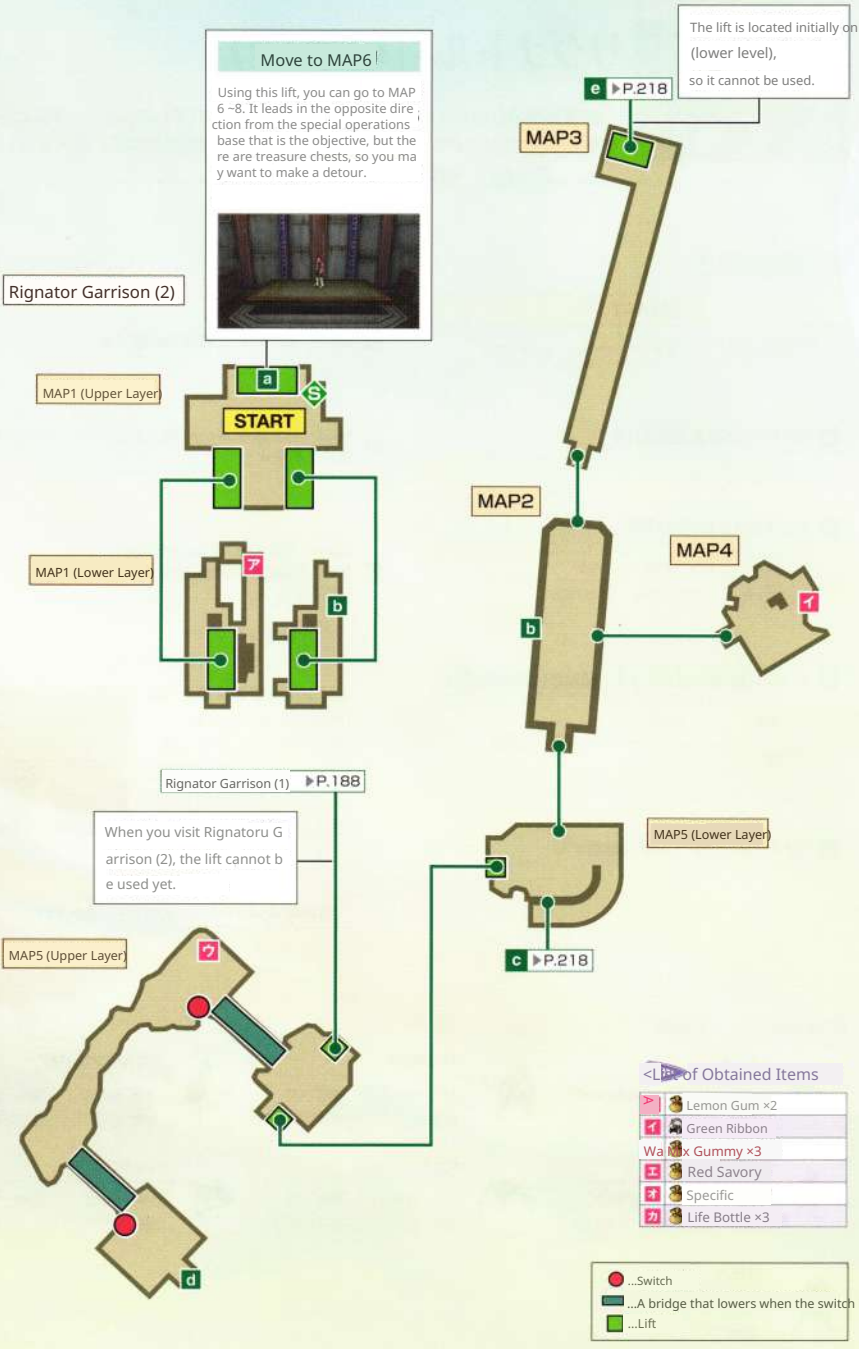
Highlander

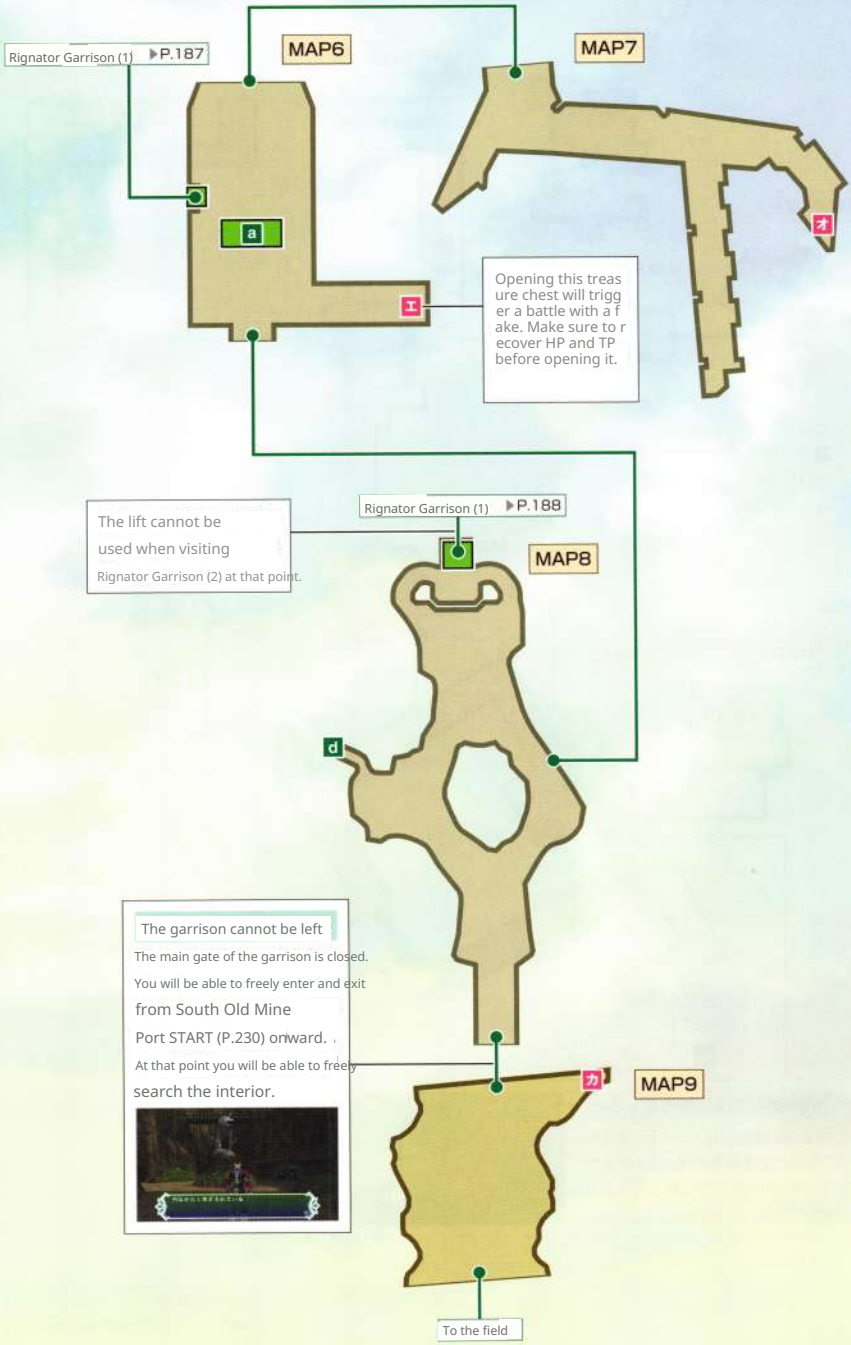
HP 5860 Armor 10

Special Agent

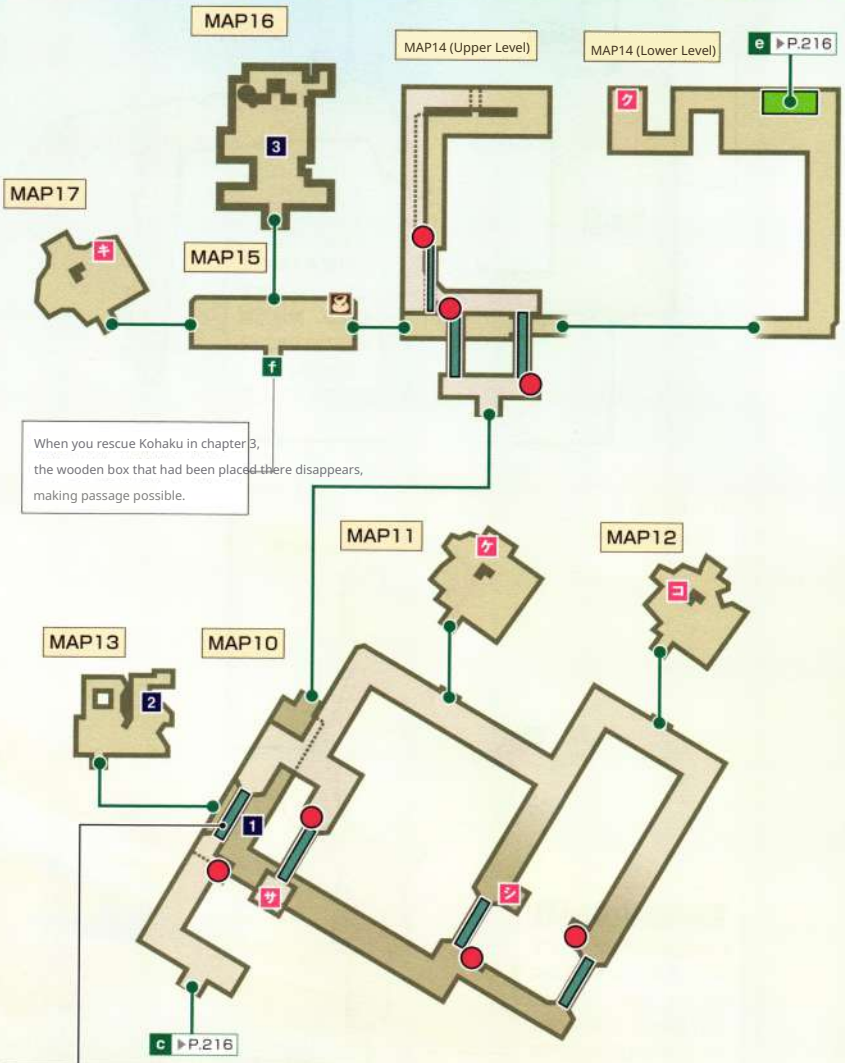
HP 4540 Steel Body 5

Resistant to Fire, Water, Earth, Mine, Light


Move to MAP6
Using this lift, you can go to MAP 6 ~8. It leads in the opposite direction from the special operations base that is the objective, but there are treasure chests, so you may want to make a detour.
The lift is located initially on MAP14 (lower level), so it cannot be used.
e ▶P.218
MAP3
Rignator Garrison (2)
MAP1 (Upper Layer)
a
S
START
MAP1 (Lower Layer)
ア
b
MAP2
MAP4
イ
b
Rignator Garrison (1) ▶P.188
When you visit Rignatoru Garrison (2), the lift cannot be used yet.
MAP5 (Lower Layer)
MAP5 (Upper Layer)
ウ
c ▶P.218
d
<List of Obtained Items
ア Lemon Gum ×2
イ Green Ribbon
Wa x Gummy ×3
エ Red Savory
オ Specific
カ Life Bottle ×3
...Switch
...A bridge that lowers when the switch is activated
...Lift


Rignator Garrison (1) ▶P.187
MAP6
MAP7
a
エ
オ
Opening this treas ure chest will trigg er a battle with a f ake. Make sure to r ecover HP and TP before opening it.
The lift cannot be used when visiting Rignator Garrison (2) at that point.
Rignator Garrison (1) ▶P.188
MAP8
d
The garrison cannot be left
The main gate of the garrison is closed.
You will be able to freely enter and exit from South Old Mine Port START (P.230) onward.
At that point you will be able to freely search the interior.
カ
MAP9
To the field

Shop, p. 398



Build bridges of light as you proceed

In places like this where the path is broken, shoot the blue switch in front with an Energy Shot to activate it; a bridge of light will form, allowing you to proceed.

...Switch
・・・Activating a switch lowers a bridge
・・・Elevator

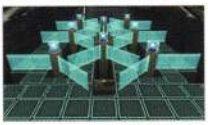
MAP18 (Upper Level)

Activate the device with 4
Doing so will allow you to move.

Activate the device with 4
Then you will be able to move.

A wall of light appears

When you activate the device with 4, a wall of light will appear on the lower level and block the passage. To proceed, first move to the device located on the lower level to make a switch appear that will remove the wall of light, then shoot that switch with an Energy Shot.



6 After that, you can use the elevator.

h ▶P.220

MAP 18 (Lower Level)

Shoot the device to extinguish the wall of light When you fire an Energy Shot at a switch that appears after moving a device, the corresponding wall of light will disappear. You can progress without shooting all seven switches, but to the treasure chest, travel around MAP18 once during the switches.

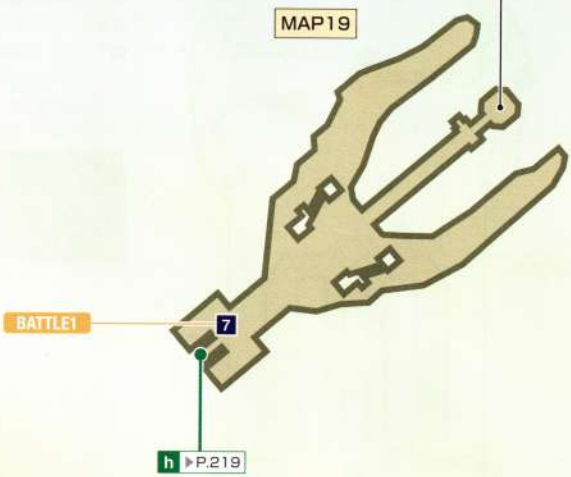
Items obtained list

- キ Magic Stone
- ク Miracle Gummi
- ケ Laurel
- コ Wizard Hat
- サ Orange Gummi ×3
- 2 Li Bottles ×2
- Stremon Gummi ×2
- 3000 Gald
- ソ Saffron
- タ Treat
- チ Elixir

...A switch to extinguish the wall of light

Transfer device to Sandrion

At the deepest part of the facility, there is a transfer device to move to the activation crystal fortress Sandrion. However, the device is used only during events and cannot be operated by the player.



BATTLE1: Read the enemy's pre-attack motions and guard

Silva often uses attacks that rise while spinning his spear and a forward charging move called "Chaos Charge." These moves have a wind-up motion before they are executed, so if you see the charging motion, guard to make them easier to avoid. Also, Silva has fairly large recovery frames after his attacks

Therefore, if you move behind him while he is targeting another ally, you can attack him one-sidedly. When his remaining HP falls to 40% or below, he will start using an aerial attack called "Final Player," but if you see him jump, immediately move away from that spot and it won't hit you.

Silva ▶P.358

HP 56995 Armor 85

Xiè Xìng Sì Sì Dì Fēng Guāng

Drop Spiritual Ring [100%]

Paralysis Poison

Stealable-

If you read Silva's movements and evade his attacks, you can create opportunities for counterattacks.

Town | Dungeon

Mobile Crystal Castle Sandrion (1)

Within Shing's Spiria resided Creed, the strongest telepath in the Crystal Realm. Creed awak ened and achieved full resurrection alongside Lichia in the Thicket Forest Sandrion.

Flowchart

Skits P.411 Sub-events

START

Skits Occupation / Worried Chalcedo

ny Near the starting point there are an item shop and an armor shop. If you used a large number of consum uring the fight with Silva, be sure tock well before fighting Incarnr

1 Approach the door on MAP 1 and defeat Incarnrose BATTLE

Companions	Ines and Kunzait leave / Lychia accompanies
Title	A vessel Shing has outlived

2 Automatically move to Henzera Coast

Party member	Only Shing, Hisui, Beryl, and Galad remain

At this point you will have only four allies. In the next step there will be a battle with Zerom, so if the characters you were mainly using are missing, be sure to thoroughly review your party formation.

3 Approach the exit and defeat Xenospores ×3 BATTLE2

Skits	Not human / Cure the Deathbill disease / Anyway, to Henzera

4 Go out to the field

From this point on, the types of enemies encountered in fiel ds across the world change. In addition to the enemies you've f aced so far, Zerom types such as Xeno Spore will begin to appear in the fiel ds. Since many allies have left and your combat strength has declined, do not let your guar d down when Zerom appear— fight carefully.

5 Enter the trading town Henzera

Party member	Lychia leaves the party
Skits	Cheer up!/Actually...../ The presence is coming from the south....

6 Go out to the field

7 Enter South Penderoke Port

8 Talk to Sango

9 Talk to Sango and go to Seminabits Port

Seminabits Port ~ To the Fog Village Rebu P.224

Enemy Data P.358

Wind Soul

HP 4500 Bronze Body: 0

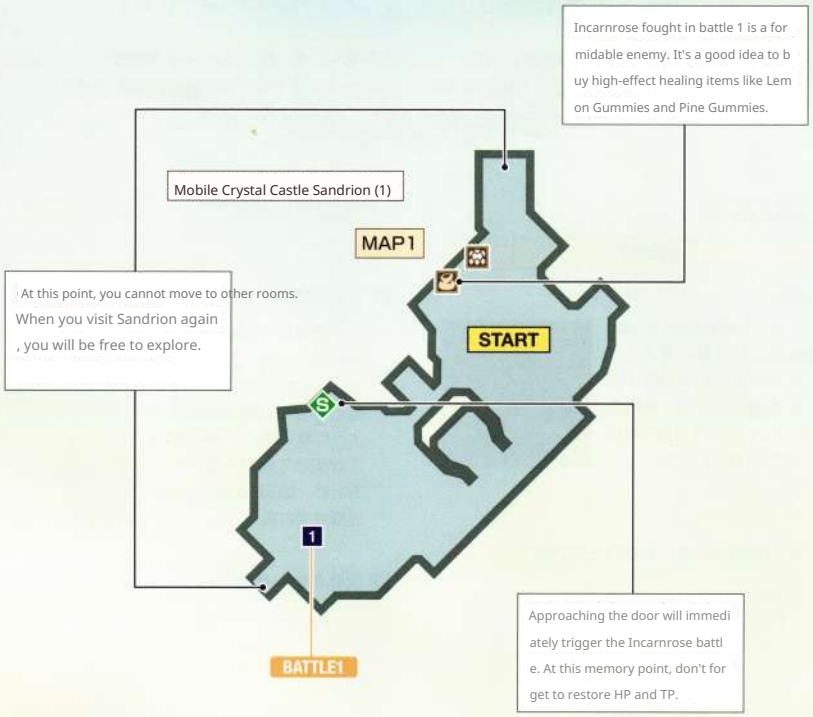
[Reason/Four] Kōkō face

Hawkeye

HP 5300 Armor 10

Resistance Mine Light Device

Shop, p. 398


Incarnrose fought in battle 1 is a formidable enemy. It's a good idea to buy high-effect healing items like Lemon Gummies and Pine Gummies.
Mobile Crystal Castle Sandrion (1)
MAP1
START
At this point, you cannot move to other rooms. When you visit Sandrion again, you will be free to explore.
S
1
BATTLE1
Approaching the door will immediately trigger the Incarnrose battle. At this memory point, don't forget to restore HP and TP.

BATTLE 1: Exploit its weakness with light-element artes

Incarnrose mixes dark-element artes into its attacks. Of particular concern is "Catarsphera," a dark-element projectile that scatters over a wide area. It often hits multiple allies, so use Hisui's "Nars" (or similar) to heal the whole party and keep everyone's HP consistently high.

The timing to launch an attack is when it stops to cast mind artes like "Negative Gate" or "Shadow Edge." Interrupt its casting immediately with an attack and follow up aggressively. Also, Incarnrose is weak to light, so bringing Calsedony into the party allows you to deal effective damage.

Incarnrose [1] ▸P.358

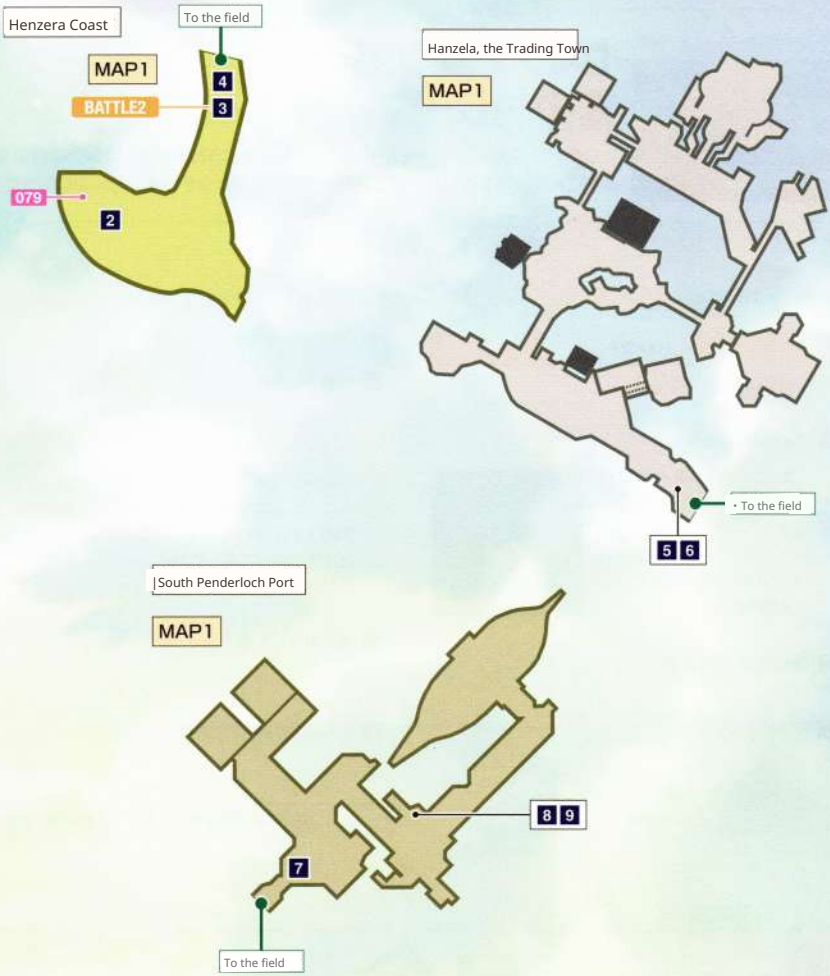
HP 54392 Armor 60

Resistances: Fire Water Earth Light

Drops: Moonstone [100%]

Stealable —

In free run, the enemy Dodge this attack while chanting, Once it begins, let's attack.



BATTLE2 Defeat Zerom who appeared on the surface

When you try to leave the coast, three Xenospores will appear. This is the first chance to fight Zerom outside of the Spilmaze. Like Spores, Xenospores use scratching attacks while jumping, but their power is on a different level. A single hit can deal over 200 damage, so early on have everyone focus on a single target and concentrate on reducing their numbers. Once there are two or fewer Xenospores left, you should be able to win without problems by defeating them one by one while watching your allies' HP.

Xenospore ▸P.360

HP 4699 Bronze Body

Resistance: Fire Water Earth Lightning

Being surrounded will cause unexpected damage. Be sure to heal frequently.

Town Dungeon

Seminabits Port~

Mist Village Reeve

Ritia attempts to stop Creed, who plots to revive the Crystal World, but Shing decides to follo w a different path. After parting with Ritia, Shing boarded a ship to search for Kohaku.

Flowchart

Skits P.411 Sub-Event

START

Skits: The presence of Kohaku is.....

1 Go out to the field

Seminavitz Port and the Fog Vill age Between Rave and Rave there i s the Rave Forest. This is Sub-Event 072 "Legend of the Phantom Beast 'Fog Fox'" (P.294) This is a place you will visit.

Enter the village of Rave at 2

Enter the inn at 3

Party member	Chalcedony joins
Title	Kalsedony: dislikes insects
Skits	Vegetable nightmare

4 Enter the clinic

Party member	Kohaku joins
Skits	The worst atmosphere

At Rave, meet up with Kalsedony and Kohaku, and the party's combat strength begins to come together.

Before going to Zirconia's Spirmays at 6, review the party formation and tactics again.

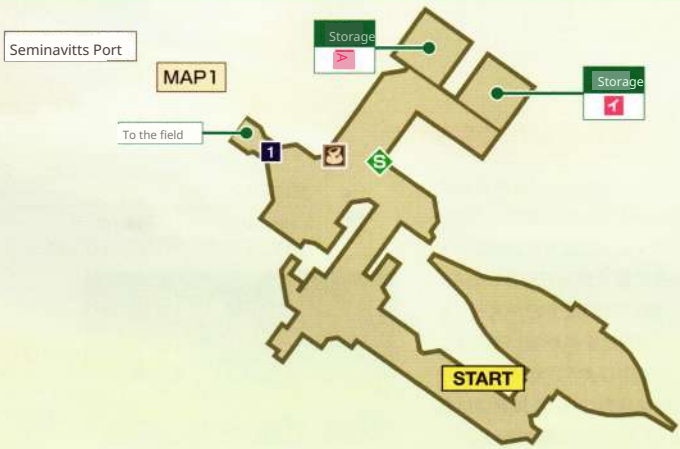
Enter the old man's hou

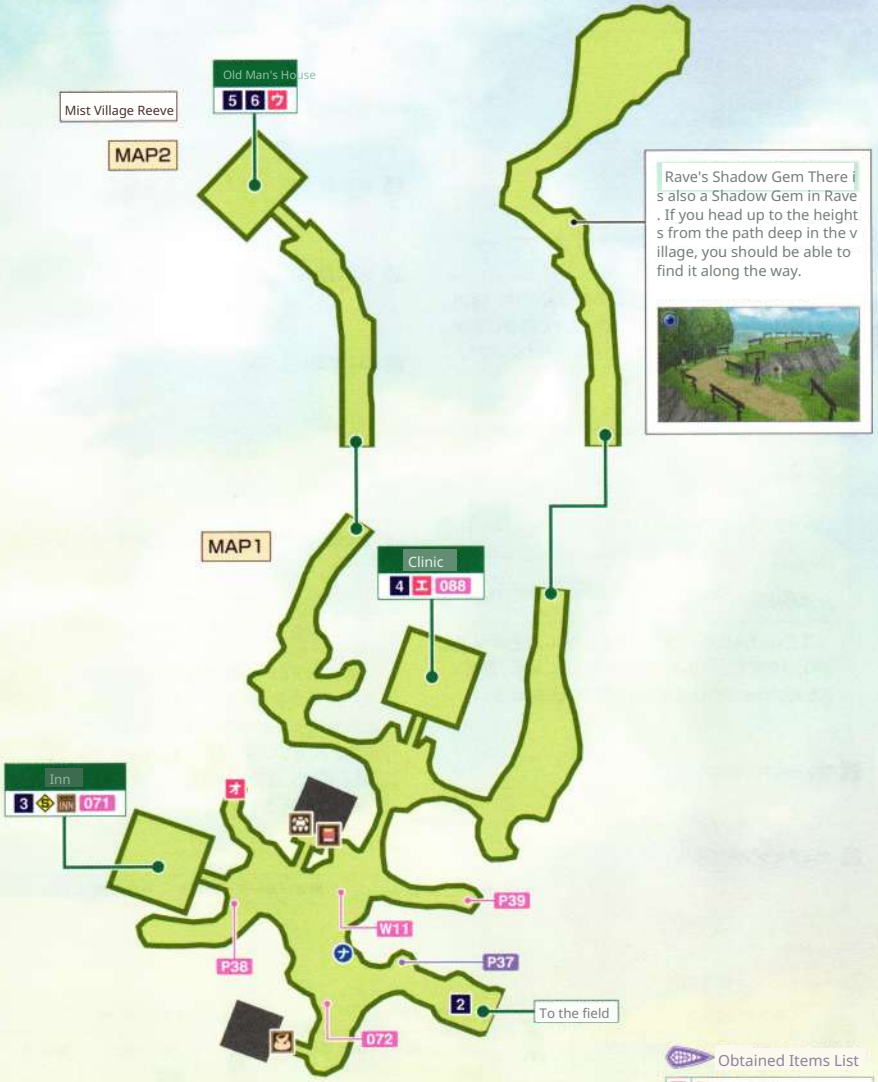
6 Spill link to Jill

To the Zirconia Spill Maze P.226

Map

Shop, p. 398





Obtained Items List

ア	Namco Coin
イ	3x Saba
ウ	Namcoin
エ	2x Life Bottle
オ	5300 Gald

Town | Dungeon

Zirconia's Spell Maze

At the request of Tecta, who treated Kohaku, Shing and the others visited the old man who had sealed Spiria. To explore the relationship between Creed and the old man, Shing attempts a Spirlink.

Flowchart

Skits p.411 Sub-event P.294

START

1 Enter MAP 5 and defeat 3x Scare Spore, Scare Bouquet, and Scare Gladiolus

In the deepest part of Zirconia's Spil Maze, the powerful Z erom does not appear. If you defeat the Scare Spores and ot hers encountered within the dungeon, you can leave.

2 Exit the Spilmaze and restart from the fog village Rave

Title	Shing: Stamp your feet on the earth!/ Kohaku: Hand in hand, connect
Soma Link	Shing⇔Kohaku [550], Shing⇔Hisui [150], Shing⇔Beryl [150], Shing Karse [150], Shing⇔Galad [150]
Sub event	0071 072
Skits	Smiles are the best! / What will happen? / Working Karsedon / The two-person world is forbidden / Let's join together!

From here, the cap on spirit parameter levels increases, enabling level-ups up to 12. Also, Spirit Drive can now be activated up to level 4.

3 Enter the Field

4 Enter Seminarvitz Port

5 Talk to Sango

6 Talk with Sango and go to South Penderoque Har

7 Travel by ship

Party member	Ines joins / Litia accompanies
Title	Hisui: Witness
Skits	Nice to meet you / Unbreakable bond / Feelin g ○○ / Size of the hamburger / Opening day Hibinichi

8 When approaching the harbor exit, you are automatically take n to South Old Mine Harbor

Party member	Chalcedony Withdraws
Soma Link	Shinginess [140], Shing⇔Galad [140], Ines Galad [140]

Although Ines joins at Sou th Penderock Port, Chalcedo ny withdraws this time. With frequent changes in allies, re view the party formation aga in here.

To South Old Mine Port, p.230

Enemy Data P.360

Scarely (スケアリリィ)
HP 7780 Steel 15
Patient Situdraw (Situtu Net)

Scarespore (スケアスポア)
HP 4250 Steel Body: 0
Patience Suiki State

Scarebouquet
HP 4900 Steel Body 5
Resistance: 44

Scare Gladiolus
HP 6460 Steel 10
(Resistance Four-Head Open

Zirconia's Subill Maze

MAP1

START

e ▶P.228

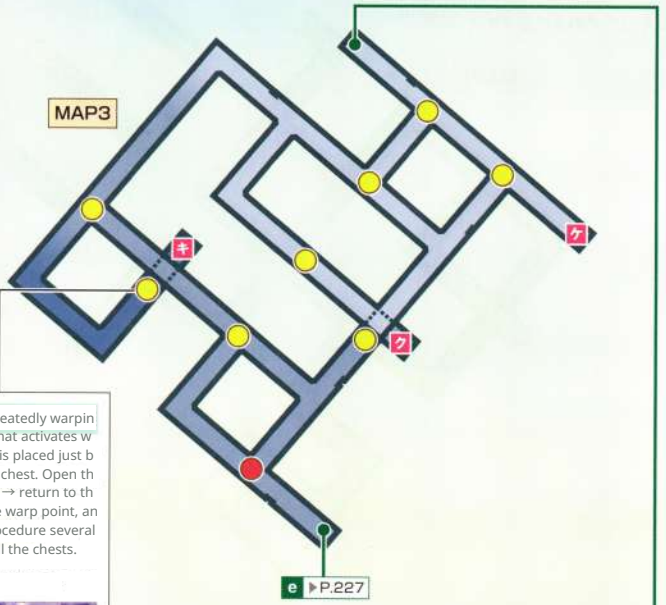
MAP2

Special warp points Some of the warp points in MAP2 are initially inactive. These warp points activate when you step on them once, and when you step on them ag ain they will warp you.

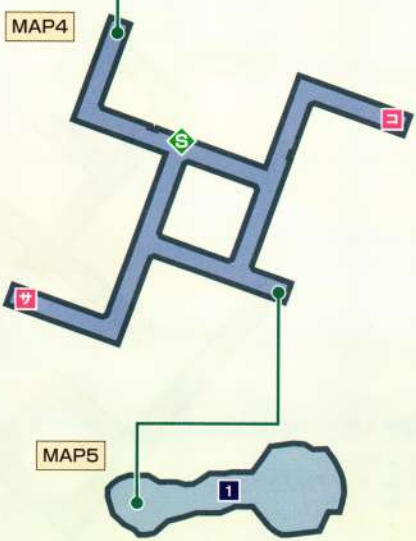
<List of Obtained Items>

A 666	Gald
イ	Demon's Cap
ウ	Pine Gummi ×2
エ	Piyonon Oremongumi
カ	4200 Gald

○ Step on ... warp point that activates when stepped on
● Step on ... exit of the warp point that activates when stepped on



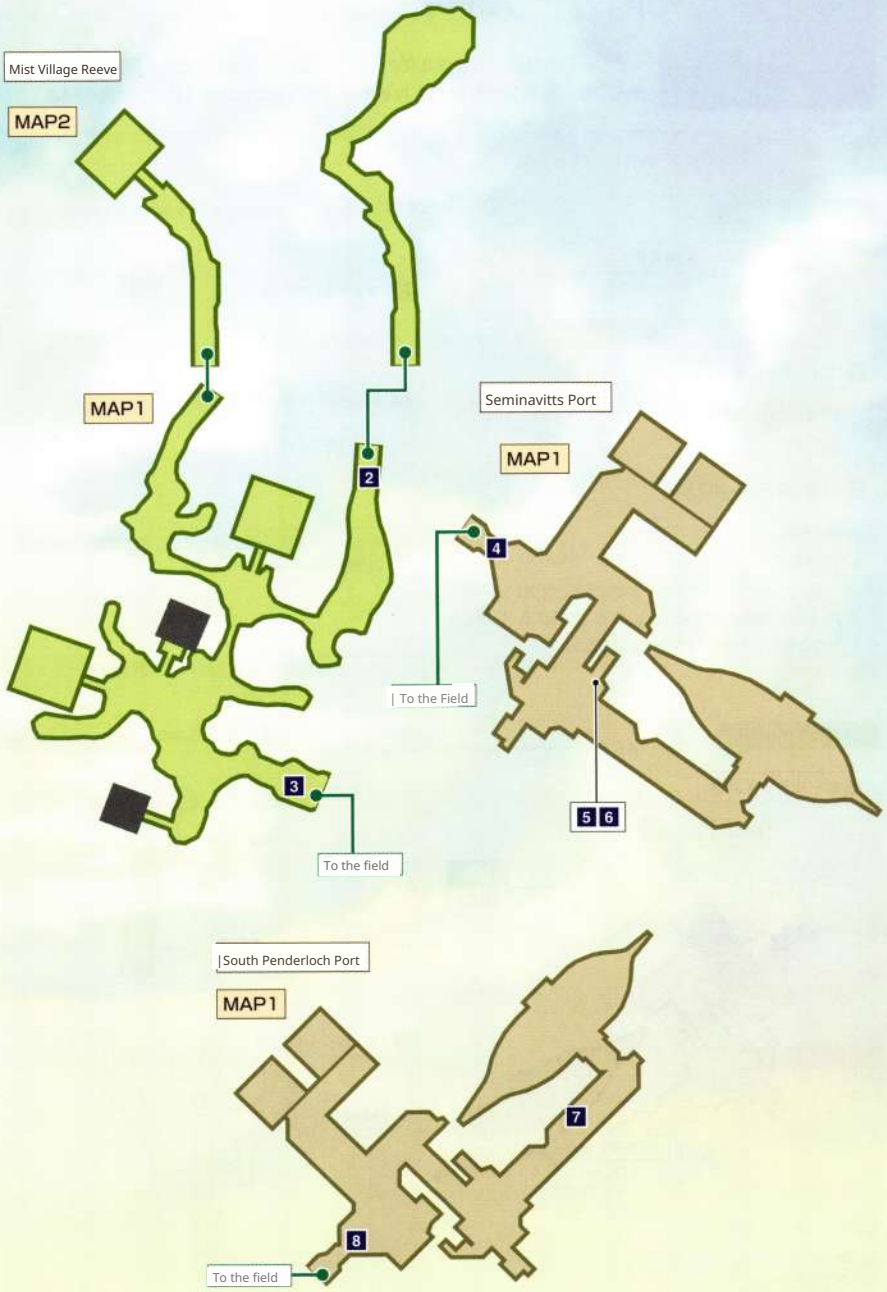
Progress by repeatedly warping A warp point that activates when stepped on is placed just before a treasure chest. Open the treasure chest → return to the front using the warp point, and repeat this procedure several times to open all the chests.



>> Obtained Item List

キ	Grape Gummies
ク	Red Lavender
ケ	Silver Mail
Day	High Dark Bottle
サ	4900 Gald

○・・・Warp point that activates when you board
●・・・Exit of the warp point that activates when you board


Mist Village Reeve
MAP2
MAP1
2
3
To the field
Seminavitts Port
MAP1
4
To the Field
5 6
South Penderloch Port
MAP1
7
8
To the field

Town Dungeon

South Old Mine Port

To stop Creed's ambition, Shing once again sets out with Ritchie.

At that time, upon hearing that a Crystal Knight is to be executed, Chalcedony flies alone to the imperial capital.

Flowchart

Skits P.411 Sub-events P.294

START

Sub Event 73]

Skits — That Chalcedony Guy / Hurry to the Imperial Capital!

1 Go out to the field

Sub-events 075 076 077 078 079 080

Skit Misodzuke / Kaze ni wa

Enter the Imperial Capital Estrega

Party member — Peridot accompanies (you)

Skits — Peridot... / How to infiltrate the Imperial Capital

The main gate is closed, so you will need to look for a nother way into Estrega. Together with Peridot, who ac companies you, head to Sharlow.

3 Enter the Field

Enter the Lakeside City Sharlow

Skit Find the Ship!

5 When you approach Cassity and Alec, you will automatically be transported to th Sewers.

To Imperial Capital Underground Sewers (2) P.231

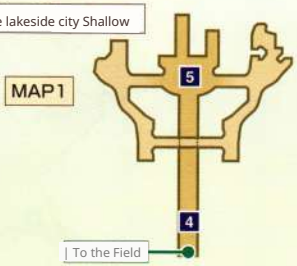
Map

Shop, p. 398

South Old Mine Port

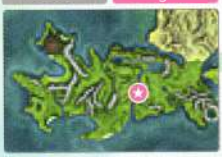
Imperial Capital Estrega

The lakeside city Shallow



Obtained Items List

- Namco Coin
- Salmon ×3



Imperial Capital Underground Sewers (2)

To rescue Chalcedony and the Crystal Knight, Shing and his group attempt to enter the Imperial Capital by boat from Sharlow. Though the boat is swallowed by a plunge pool, they safely arrive at the Imperial Capital Underground S

Flowchart

Skits P.412 Sub-event P.294

START

Skits: Falling or Drowning / Save the Crys
tal Knight Because the route from Sharlo
w to the Imperial Capital Underg
rs is one-way, you cannot exit fr
ng point. Buy items from the nea
g merchant and hurry onward.

1 Shoot the water flow regulator on MAP 2 with an Energy Shot

2 Climb the ladder and go to the imperial capital Estrega

When you climb the ladder in the Imperial Capital's sewer, you emerge into the office of the church in Estrega. Exiting th e office and going up the stairs inside the church leads to the cell where Chalcedony is being imprisoned.

3 Approach the prison in Imperial Capital Estrega MAP 4

Companions	Byrox accompanies / Chalcedony joins
Title	Shing: Comrade / Chalcedony: Comrade
Skits	Shing Chalce [250], Kohaku Chalce [250], So ma Link Jade Chalce [250], Beryl Chalce [250], Ines Chalce [250], Chalce Garad [250] Shing and Chal / Ch al and Byrox / Chal and Peridot Hey, Lord Ch al / Fierce Battle! Pillow Fight / Do Your Best, Chalcedony 2 / Handkerchiefs Connect Feelin gs / Peridot's Diary 1 / About Food Expenses / Chalcedony Shoul

4 Go out to the field

Sub-event 081 082 083 084

Skit: Bransouleur's condition

5 Enter South Old Mine Port

6 Approach Sango

77 Talk with Sango and go to North Marquis Port

North Marquis Port ~ Thunderous Mountain Bremen, p.234

Enemy Data P.360

Hermit Club
HP 7000 Armor 10
Resilience Suichikokōen

Jellyfish
HP 4100 Steel Body: 0
Resistance Four

Maggot
HP 4500 Steel Body 0
Patience 44 Barefoot

Acid Slime
HP 4840 Copper Body 0
[Resistance Four]

Bind Cattle
HP 6350 Steel Body 5
Xièxing Four Eyes

Shop, p. 398

The Shadow Gem of the Underground Sewer The Shadow Gem of the Imperial Capital's underground sewer is located in a recessed section of this passage.

Imperial Capital Underground Sewers (2)

MAP1

START

MAP3

MAP2

1

a

b

Imperial Capital Underground Sewers (3) ▶P.255

Adjust MAP6 water volume Shoot the water volume control device located here once with an Energy Shot to drain the water on MAP6, allowing you to descend below.

MAP4

7

1

e

2

MAP7

c

d

The door will not open This door will not open unless you operate the lever on the opposite side. It can be opened when you revisit the underground sewers from the Hidden Village Norkin (2) to the Imperial Capital Underground Sewers (3) (p.253).

Imperial Capital Underground Sewers (3) ▶P.255

MAP6

MAP5

a

b

c

d

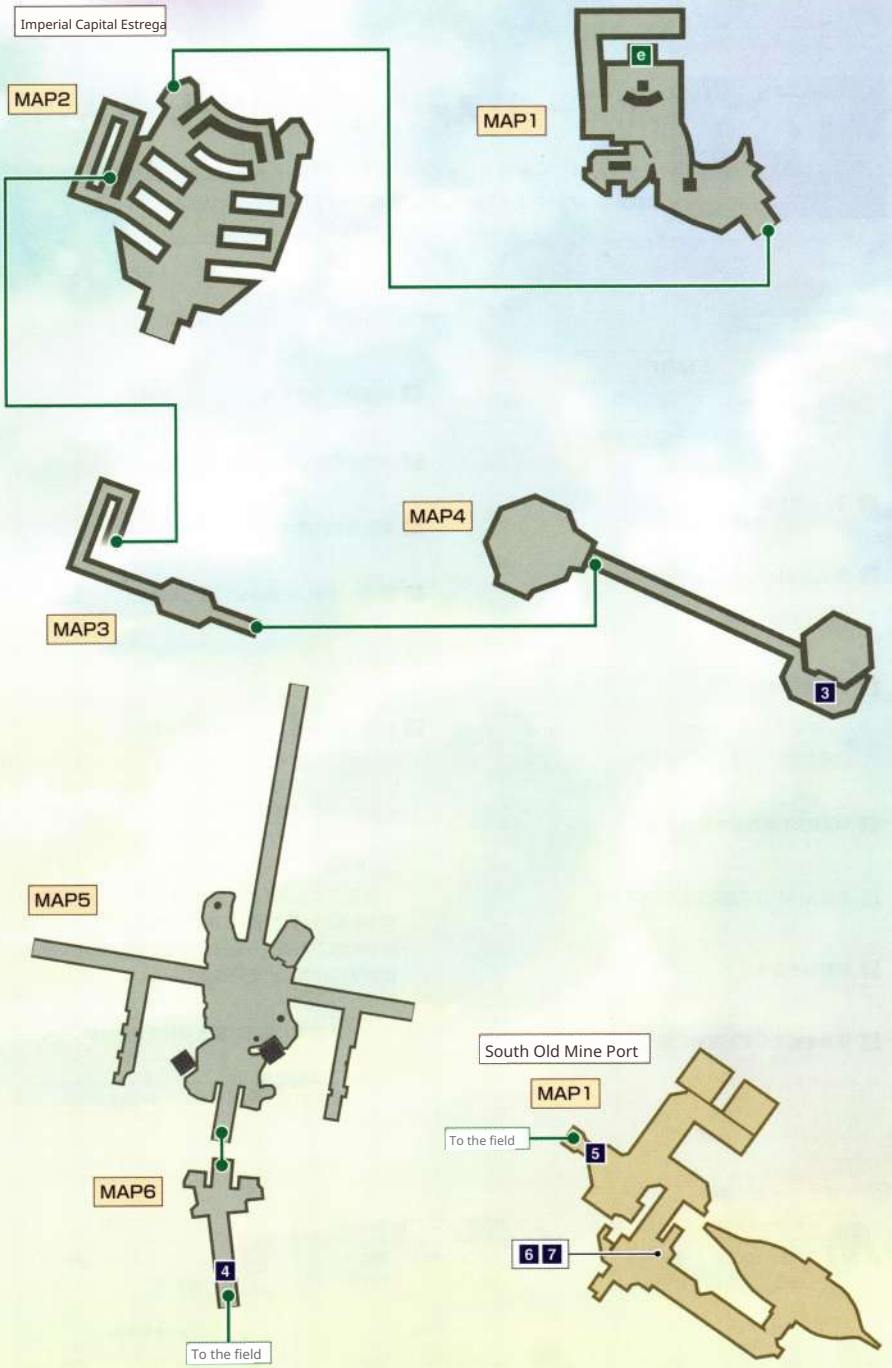
In MAP2, shoot the water flow control device and leave the water running to make the ladder usable.

Obtained Item List

Abain Gummy ×2

1 Mix Gummy ×2

2 Poison Check


Imperial Capital Estrega
MAP2
MAP1
e
MAP4
MAP3
3
MAP5
MAP6
4
To the field
South Old Mine Port
MAP1
To the field
5
6 7

Town | Dungeon

North Marquis Port ~ Mount Raimei Brehme

After rescuing Chalcedony, Shing and the others resume their journey to stop Creed. Their next destination is the hidden village Norkin, located beyond Thunder Mountain on the Marquis Continent.

Flowchart

Skits p.412 Sub-events p.294

START

Sub Event 085

Skits: Cool Goggles / Cross Mount Raimei

1 Go out to the field

2 Enter Raimei Mountain: Brême

Sub-event 086

3 Proceed across the

Companion Hisui leaves / Lithia is removed from the party

Skit Believe in their safety / Downstream

On MAP2 operate the lightning rod

5 Trigger a lightning strike to send power to the

6 Operate the lightning ro

7 Trigger a lightning strike to send power to the lightning rod

8 Operate the lightning rod

9 Induce a lightning strike to send power to the

10 Operate the lightning rod

11 Induce a lightning strike to send power to the lightning rod

12 Ride the lift

Go to MAP3 and defeat Kuroa Seraph BATTLE1

Allies	Hisui Kunzite joins (before battle) / Licia accompanies (before battle) / Kohaku withdraws (after battle)
Skits	Golem class / Reunion, Licia / Cooking training
Soma Link	Kunzite everyone 【250】 (battle)
Title	Kunzite: Hot-blooded Guardian Knight, Sleeping Beauty's Guardian Knight

Although Hisui and Kunzite rejoin the party before the battle, after the battle Kohaku will withdraw. The next destination, Blanchu, is not far, but don't let your guard down—reconfigure your tactics and plans.

After going out into the field, go to the sky village Blange

To the sky village Blange P.238

<enemy data P.382

Killer Tiger
HP 10000 Iron Body 30
Resistance Inner Water Western Country

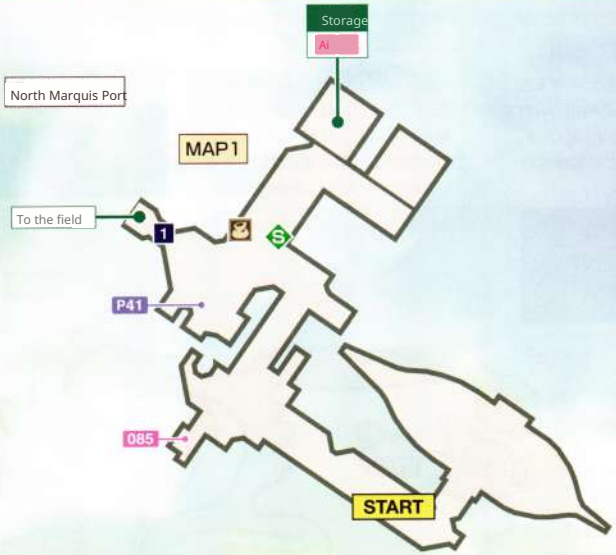
Thunder Wyvern
HP 8000 Steel Body 5
Patience Fire Water Earth Wind Field Light

Amber Veil
HP 5390 Bronze Body
Endurance Four Furnace Halo

Siren
HP 6280 Steel Body 5
Resistance Fire Major Wind

Brontworm
HP 4800 Steel Body
Resistance Four Countries

Electrical
HP 6800 鋼体 10
[Resistance Level 4 Halo

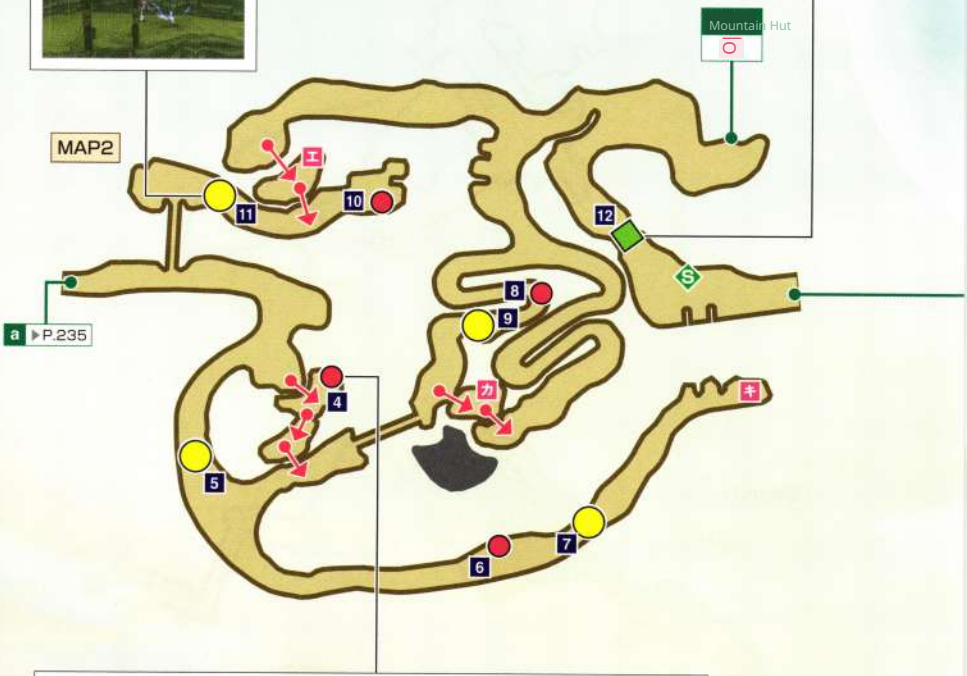


<List of Obtained Items>

- Namco Coin
- Shrimp ×4
- 6200 Gald

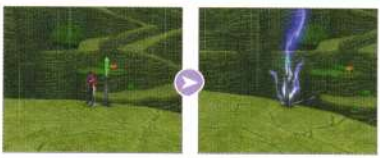
Passage blocked by lightning There are four places on MAP2 where lightning strikes occur if you try to pass. Here, you must erect nearby lightning rods before you can proceed.

Powering the lift This lift is not connected to power and is stopped. By directing lightning to the four lightning rods on MAP2, power will be supplied and the lift will resume operation.



Raise the lightning rod before calling down lightning

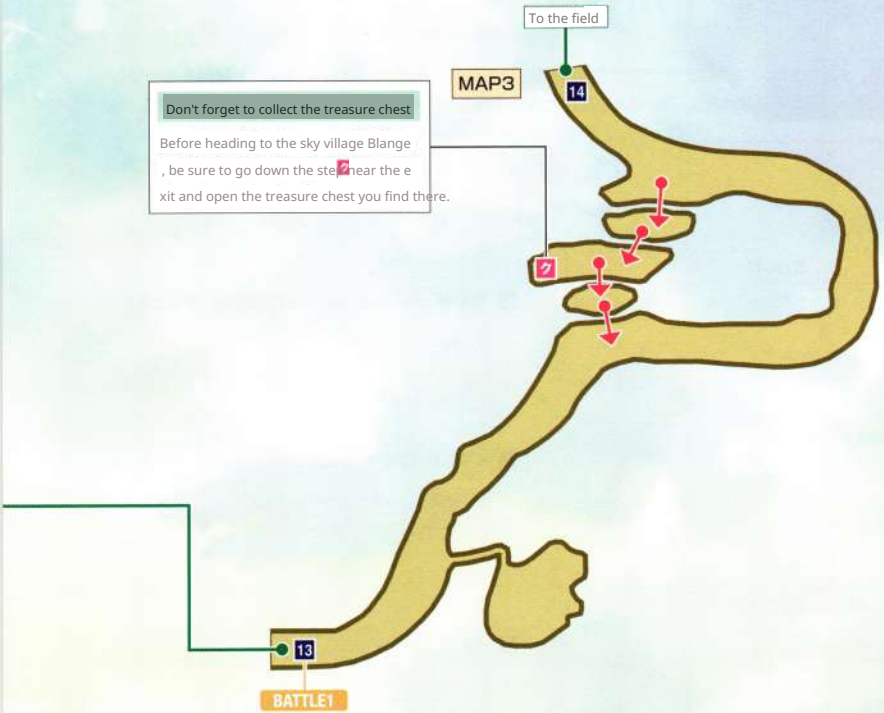
Investigate each of the four lightning rods to activate them. After activation, go to a nearby spot where lightning will strike; the lightning will hit the rod and supply power. Repeat this process four times at different locations, and the lift will become usable.



Obtained Items List

エ	Psych Stone
	Oonam Coin
	Kalemon Gummy ×2
	Purple Ribbon
	Resist Press

... Lightning Rod
... Location where lightning occurs
.... Lift


To the field
MAP3
14
Don't forget to collect the treasure chest
Before heading to the sky village Blange , be sure to go down the ste near the e xit and open the treasure chest you find there.
13
BATTLE1

BATTLE1 Stop its movement with Chase Link and Mystic Artes

Chroa Seraph moves and attacks very quickly, making it difficult even to land hits. If you take co nsecutive attacks like the wind-based "Dust Whirl" and the instant "Blade Rift" used when its HP falls below 60%, you'll be driven to the brink of death i n no time, so be sure to guard and heal properly.

Allies should use "Heal" or "Nurse" when a teammate's HP reaches 70% to prevent them from being incapacita ted. Because there are no clear openings, create attack opportunities by stopping its movement with Chase Lin k before landing a Mystic Arte, or by returning enraged attacks with guard c ounters, etc.

Chroa Seraph [1] ▶P.362

HP 67,100 Armor 65

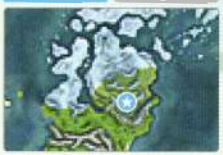
Commercial Scenery of the Four Kingdoms

Drops: Feet Symbol [100%]

Steal -

The Kunzite's sec ret art is of the D arkness attribute . It is highly ef fective against C occacera.

Town | Dungeon



Cloud-top Village Branju

Although they repelled Croacera F's attack, Kohaku was gravely injured as a result. After leaving Blême, Shing and the others stop by Beryl's hometown, Branju.

Flowchart

Skits P.412 Sub-event P.294

START

Companions Litia, Peridot, and Pyrox leave the party
Sub-event 087
Skit: Bai's Shop

1 Go to MAP2's Sea Corridor

2 Approach the summit on MAP3

3 Enter Beryl's house on MAP1

Party member: Only Shing remains

4 Approach Beryl on MAP 3

Party member: Beryl joins

From here, you will investigate the cause of the Desp il disease that occurred in the village. First reunite with Beryl, then visit the other allies. Note that sections 5~ ca n be proceeded from any point.

On MAP1, talk with Hisui or Galad.

Party member: Hisui and Galad join.

6 Talk to either Chalcedony, Peridot, or Pyrox

Party member: Chalcedony joins

7 Talk to Ines or Kunzite

Party member: Ines and Kunzite join
Skits: Maiden Parfait / Cheating is a piece of cake

8 Talk with Litia

Party member: Kohaku joins / Litia accompanies
Skits: Boku and Watashi / Pyrox's cooking / Hiccup/ Go to the toilet Kunzite catches a cold

9 Enter Beryl's house atelier

Party member: Beryl withdraws

Investigate the painting of Sinhara and Soul Link.

Ally: Beryl joins.

Even when the Deathbill di sease is occurring in the villa ge, you can still use the item shop and armor shop. Gather what you need before going to the atelier, and Soul Link t o the painting of Sinhara.

To the Soul Maze of the painting of Sinhara P.240

Cloud-top Village Branju

MAP3

096

2

4

P48

P47

MAP2

7

1

MAP4

P43

8

To the field

7

You can rest at Beryl's house Brange does not have an inn, but you can rest by talking to Helio at Beryl's house or by checking the bed in Beryl's room on the second floor.

Beryl's House

1F: START 3

Atelier: 910087110151

MAP1

097

day

W12

145

P45

5

P46

P44

101

6

P42

To the field

The Shadow Gem of this village is near Beryl's house.

<List of Obtained Items>

18,800 gald

Namco Coin

Town Dungeon

Spillmaze of Sinhala Painting

To search for Zerom, the cause of the Despil disease spreading in Branju, Beryl jumped i nto the spiria dwelling in the painting of his grandfather, former court painter Sinhara.

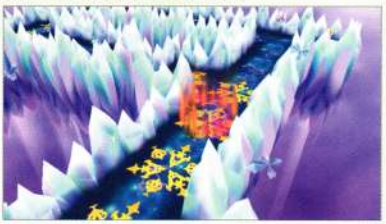
Flowchart

Skits p.412 Sub-events p.294

START

1 Solve GIMMICK1 on MAP3 and proceed to MA P4 [GIMMICK1]

Maps 3 and 4 contain complex mechanisms using wa rp points that activate when stepped on. If you proceed blindly you may never get forward, so consult the GIM MICK攻略 and advance cautiously.



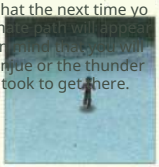
2 Solve GIMMICK2 on MAP4 and proceed to MA P5 GIMMICK2

3 On MAP 5, defeat a Lavdianthus, Ord Gra jioras ×2, and an Ord Campanula BATTLE1

4 Restart from the exit on the west side of the cloud villa ge Branju after leaving the Spil Maze

Party member	Peridot and Bairox accompany (the party)
Title	Kohaku: Beryl's friend/ Beryl: Kohaku's close friend, Soma Linker/ Chalcedony: cold-hearted one
Soma Link	Beryl All members [170]
Sub-events	088 089 090 091 092 093 094 095 096 097 098 099 100 101 102 103 104
Skits	Everyone Gather!/Grandfather's Memories/Pleased Beryl/ Hair Condition/One Night at Garad/Back Home After a Long Time/ Noisy Day/Ines and Cooking 2/Cooking Skills 2/ Where Is the Hidden Village?/Everyone's Here/An Invitation

The hidden village Norkin is located by exiting fr om the west exit of Branjue, heading north, and de scending the mountain. Note that the next time yo u return from Norkin, an alternate path will appear at that time. Therefore, keep in mind that you will not need to pass through Branjue or the thunder ous mountain Breme that you took to get here.



Hidden Village Norqueen (1) To P.246

Enemy data P.362

Ord Campanula
HP 9800 Steel Body 5
Resistance: Water, Earth, Mine, Light, Garden

Ord Cleome
HP 5280 Steel Body: 0
Resistance: Map

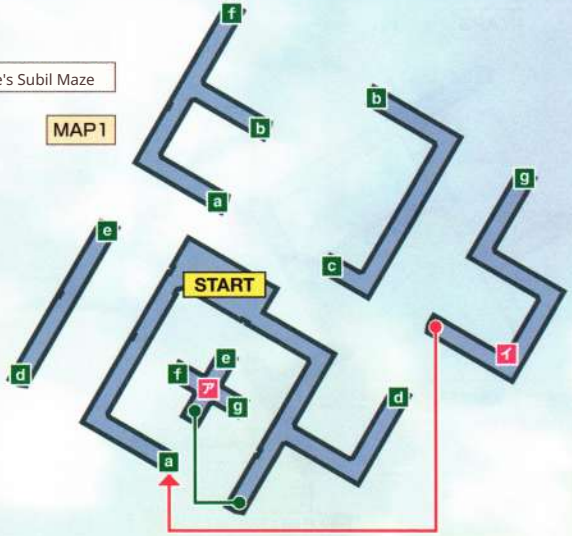
Ordgladiolus
HP 7900 Steel 15
Resistance: 44

Ordozellanium
HP 5520 Armor 10
Resistance: Water, Earth, Light, Garden

Ordorily (Orudoririi)
HP 11080 Armor 25
Patience Saikōen

Sinhalese picture's Subil Maze

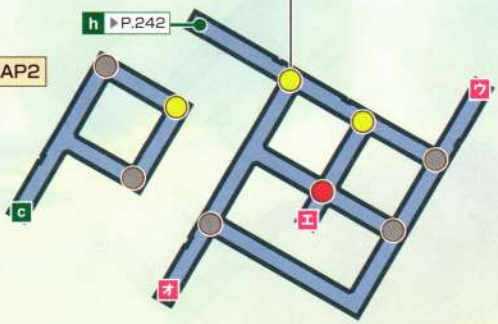
MAP1



Once you ride it and stop the warp point above, you can proceed

There is another warp point just befor e the warp point that leads to MAP3. If you ride this, you will be sent back to t he previous area. However, the next ti me you come, the warp point will be in a stopped state, and you can go to MA P3 without being sent back.

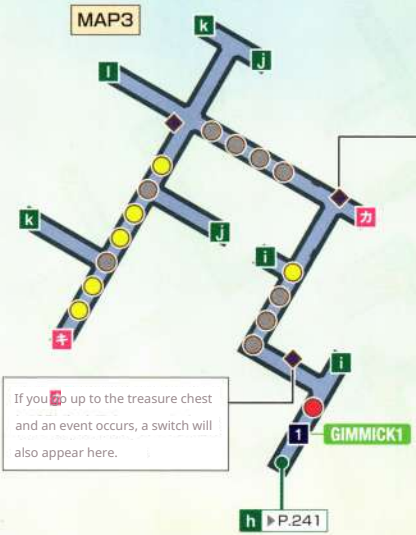
MAP2



3 Story STORY

ア	Red Saffron
イ	Lemon Gum ×2
ウ	Vying Gummy ×2
エ	5000 Gald
オ	7200 gald

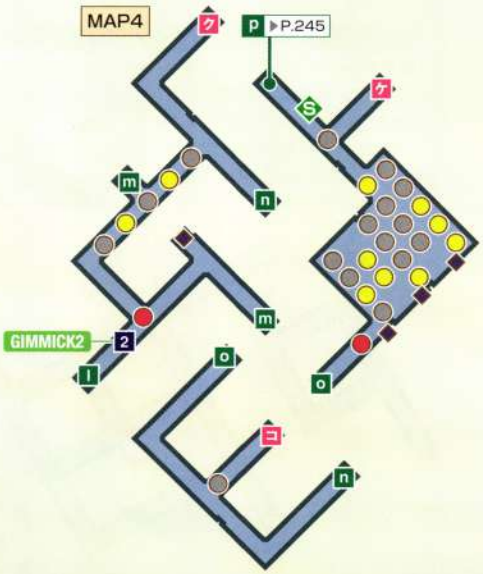
○Boarding ... activates the warp point (active by default)
... Boarding activates the warp point (inactive by default)
... Exit of the warp point activated by boarding



Toggle activation and deactivation

If you shoot the switch with an Energy Shot or similar, the activation and deactivation of the warp points will swap. By using this you can proceed with fewer steps.

If you ク up to the treasure chest and an event occurs, a switch will also appear here.



List of Obtained Items

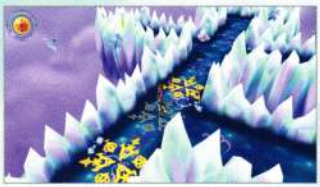
Kam	Mix Gummy ×3
キ	Stone Check
ク	Specific
ケ	Rune Rope
コ	Treat

○ Step on ... to activate warp point (activated by default)
◐ Step on ... to activate warp point (deactivated by default)
● ... exit of the warp point that activates when stepped on
◀ ... Switch that toggles activation and deactivation

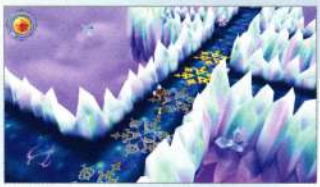
GIMMICK1 Solve the mechanism with warp points lined up consecutively

On MAP3 there are three places where warp points that activate when stepped on are arranged in a row of 4–7. By using the warp points and the switches that open activation and deactivation in the order shown in the flowchart below, you can open all the treasure chests on MAP3 before moving on to MAP4, so please refer to it.

All chests on MAP3 can be opened before proceeding to MAP4, so please refer to it. In particular, the country at the far end contains the accessory "Stone Check," which completely prevents petrification, so be sure to obtain it before advancing.



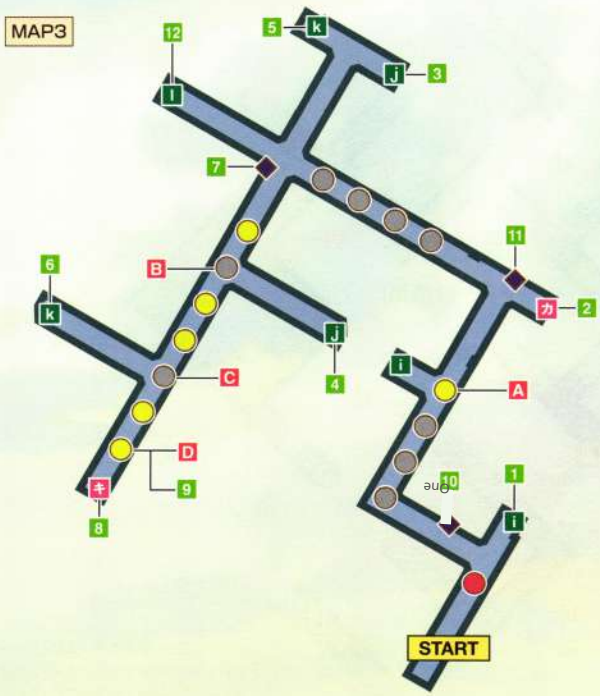
3 The key is to activate the warp point and then immediately step back one space.



There are places where the warp points ahead in the passage are not visible. Proceed carefully, one step at a time.

Route to go to MAP4 while opening treasure chests

1 After warping, Warp here	7 Shoot the switch with an Energy Shot, etc.
2 Open the treasure chest	8 Open the treasure
3 on and warp with Ride	9 Warp using
4 Go back a short way and warp using	10 Shoot the switch with an Energy Shot, etc.
After warping at 53, ride on	11 Shoot the switch with an Energy Shot, etc.
6 Go back a short way and warp using	12 Warp using the teleport to go to MAP4



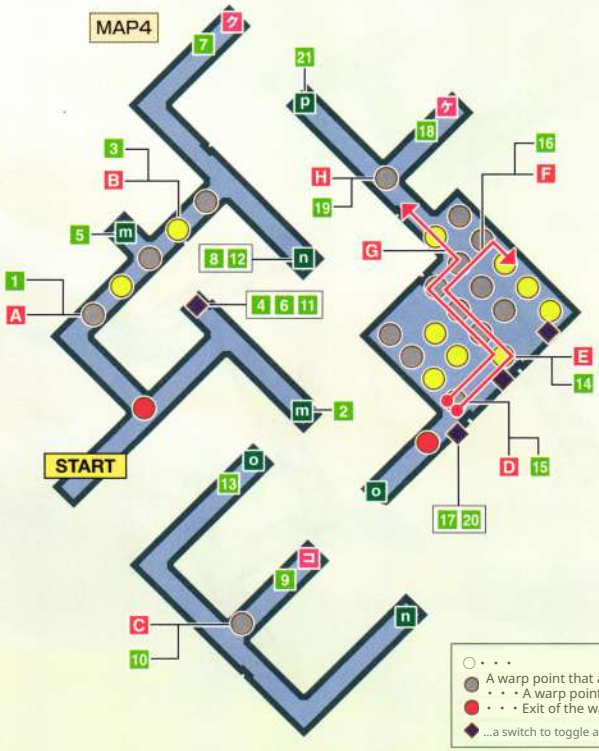
GIMMICK 2: How to use the toggle switch is the key

As with MAP3, warp points are arranged in succ ession. This time there are also open areas compl etely covered with warp points, making the mech anism more complex. The shortest

The procedure to proceed to MAP5 while opening chests is complicated as described below, so please advance wh ile checking each step. The key to the strategy is how you use the switches to start and stop. If you use them at th e wrong time, the steps will increase, so be careful.

Route to MAP5 while opening chests

Ret on 1
2 Warp by retracing two steps
3 Warp in three days
4 Shoot the switch with an energy shot or the like
5 G via and go to the plate to warp
6 Shoot the switch with an energy shot or the like
7 Open the treasure chest
8 Warp using
9 Open the treasure chest
10 Warp in ten times
11 Shoot the switch with an Energy Shot, etc.
12 Warp using
13 Warp using
14 Warp at the fourteenth eye
15 Warp in fifteen times
16 Proceed along the sixteen-day route and warp
17 Shoot the switch with an Energy Shot or similar
18 After proceeding along the route for 18 steps, open the treasure chest
19 Warp at 19
20 Shoot the switch with an Energy Shot or similar
21 After proceeding along the route for 21 steps, warp to go to MAP5


MAP4
START
A warp point that activates when boarded (initially active
A warp point that activates when boarded (initially inactive)
Exit of the warp point that activates when boarded
...a switch to toggle activation and deactivation

Map

BATTLE1 Withstand Lavdianthus's psychic technique with a party-wide guard

The most dangerous situation is receiving Lavdianthus's psychic technique when enemies and allies are mixed together. If a high-power "Spread" or "Lock Break" hits where allies are clustered, it can wipe out the party. Therefore, the controllable character should always target Lavdianthus and grasp the timing of when it uses the psychic technique.

Do that. Then have your allies attack the remaining enemies, and when Lavdianthus uses the psychic technique, immediately use a party-wide guard to reduce the damage taken. Once your allies have defeated all other enemies, attack Lavdianthus with moves that easily wear down its steel body to interrupt its casting, and finish it off quickly.

Lavdianthus ▶P.362

HP 80,900 Steel Body 70

Resistances: Fire, Water, Earth, Light

Drops: Red Saffron [100%]

Stealable

Fight Lavdianthus early on

It's fine if only the playable character is controlled.

TOPICS Boss Victory Lines Collection 2 NEXT P.276

Peridot	Battle Victory (vs. Kalsedony Squad)	Heh! There's no way you can beat the Kalsedony Squad, right?
Bairox	Battle Victory	Hmph... I will protect Lord Kal.
	Battle Victory (vs. Kalsedony Squad)	This is the power of the Kalsedony Squad!
Silva	Battle Victory	No one can stop my ideals.....
Incarnose	Battle Victory	Well then... Shall I dispose of the "vessel" that's served its purpose...
Kuroaserafu (Cros	Battle Victory	No matter how fired up you are, your power amounts to nothing more than that.....

Town | Dungeon

Hidden Village Norkuin (1)

They visit Hisui and Kohaku's hometown to link to Sandrion using the Giant Thought Stone. However, what awaits them there is the village chief's strong opposition to protecting the village.

Flowchart

Skits P.413 Sub-event P.296

START

Title	Ines: Plump and Squishy
Skits	Lonely Litia / The Servant's Hardship / Thanks to Litia / Plump and Squishy / So Cold! / Miso-san / Kohaku Stew / Miso Oden / Whereabouts of the Giant Thought Stone

After entering the village, Shing and the others are separated from Kohaku and Hisui and confined in the meeting hall. Afterwards, they reunite with Kohaku and the others and escape from the meeting hall — this becomes the starting point.

1 Approach the tree on MAP2

Sub Event 105

2 Go to MAP 4

Approach the Barrier Thoug

Allies	Ritia, Reridot, and Pyrox leave the party
Items	Thought Lock

4 Talk with Ritia and move to the Artificial Thought Sandrion Core

To the Artificial Remembrance Sandrion Core P.248

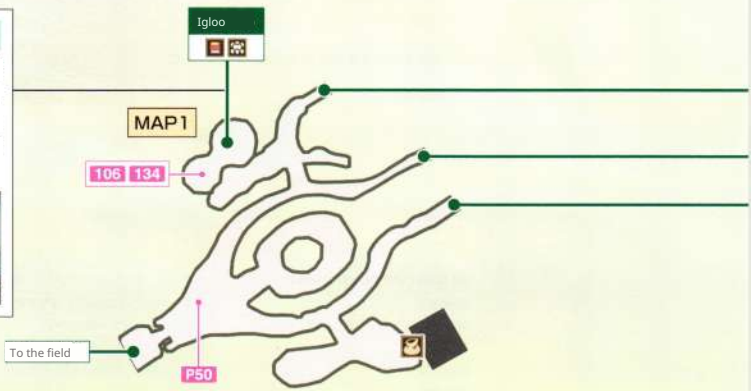
Map

Shop, p. 398

Hidden Village Norkuin (1)

Eat a hotpot to recover

Inside the igloo is Nabeji who is cooking a hotpot. If you eat his hotpot, your HP and TP will be fully restored immediately. You can use it as a substitute for an inn.



Cannot return after spill linking

After talking with Litia you can spill-link to the Sandrion Core. Once you enter the Sandrion Core, you cannot return until you clear the dungeon, so make sure to prepare sufficiently in the village.

MAP4

Here is the "Queen Mushroom" used for 106 "Ultimate Pot ①" (P.306).

Shadow Gem of Norkin The Shadow Gem in the hidden village of Norkin is placed just before the treasure chest.

Village Chief's House

1st floor: P49

Kohaku's Room: U 103 128 147

MAP3

P52

Once P51

START

W13

148

MAP2

<List of Obtained Items>

ア	Mushroom ×15
イ	Namco Coin
ウ	Miso ×3

Town Dungeon

Artificial Thought Sandrion Core

The only way to reach Gardenia is to seize Sandrion. Shing and the others use the power of the great thought stone of Norkin to spill-link to the Sandrion Core.

Flowchart

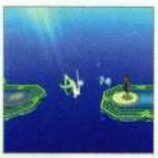
Skits — Sub-event -

START

1 Proceed a short distance

Item: Sorcerer's Ring 3 He

re, the Sorcerer's Ring's thi rd ability, Energy Link, becom es available. Use it to warp via transfer devices or to activate certain mechanisms.



2 Go to MAP2

3 Defeat Ruby Great and obtain the "Link G em S" BATTLE1

Item Link Gem S

4 Place the "Link Gem S" on the pedestal in MAP1

5 On MAP3, defeat Sapphire Great and Ice- Defeat 2 Souls and obtain the "Link Gem S" in BAT TLE2

Item Link Gem S

6 Place the "Link Gem S" on the pedestal

7 Enter MAP4

At MAP5, defeat Tobarz Great and Light Soul ×2 to obtain the "Link Gem S" (BATTLE3)

Item Link Gem S

9 Place the Link Gem S on the pedestal

10 Operate the direction-switching switch of the transfer device

11 Return to the entrance of MAP1 and Defeat Striborg. You will be automatically moved to the hid den village Norkin in BATTLE4

When you defeat Striborg, you will automatically be moved t o Norkin. After that, you will no longer be able to return to the S andrion Core. Make sure you haven't missed any treasure chest s before challenging Striborg.

To Hidden Village Norquin (2) ~ Imperial Capital Underground Sewers (3) P.253

Enemy data P.362

Argent Gunner
HP 5950 Steel Body: 0
Character: Four Group Refreshing

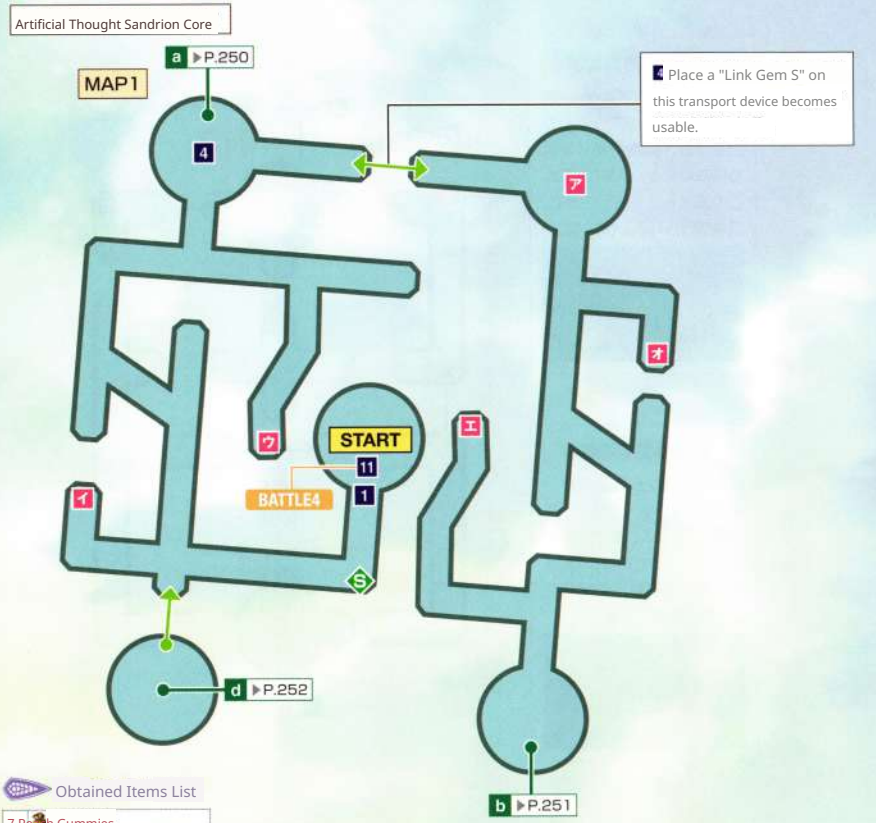
Ice Soul
HP 4980 Silver Body 0
Resistances: Fire Water Earth

Light Soul
HP 4980 Body 0
Resistances: Fire Water Earth Territory Country Li

Ruby Golem
HP 15800 Steel Body 45
Resistance: Water, Land, Country, Rural

Sapphire Golem
HP 17300 Steel Body 40
Resistance: Fire, Water, Western Country

Topaz Golem
HP 19000 Steel Body 35
[Resistance: Four Countries]



Obtained Items List

7 Peach Gummies	
イ	Lemon Gummies ×3
ウ	Vying Gummy ×2
エ	Banashia Bottle ×3
Special	

←... Transfer Device

BATTLE4 If targeted by Stoligau, defend firmly

Streegau thrusts repeatedly with the drill on his left hand, and performs an upper attack that launches allies into the air. Both attacks hit multiple times, and if all connect they deal heavy damage. However, drill attacks only hit if you stand in front of him.

Also, there is a large recovery window after his attacks, so it's effective to attack him from behind while an ally is being struck. When his HP falls below 50%, he begins using combos that include drill attacks, so avoid standing in front of him as much as possible.

Streegau ▶P.362

HP 93020 Steel Body 90

Resistance: Four-Lin 雷 光 闇

Drops: Red Sage [100%]

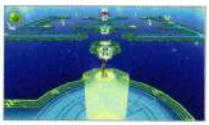
Stealable —

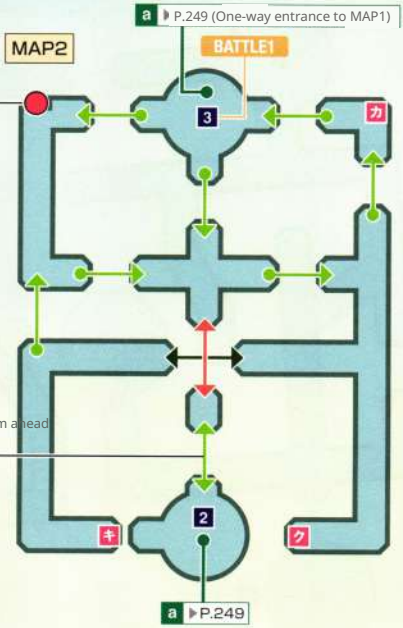
Weak to Water attribute Therefore, Ines's artes and Mystic Artes can deal heavy damage.

Switching the direction of the transfer device Operating the switch will change the direction of some transfer devices and also increase the number of usable devices. In MAP2, using this switch will allow you to open .

Moving with the transfer device If you stand on the moving platform and shoot the transfer device with an Energy Link, you can warp to the opposite side. The platform ahead

If the destination platform is not lit, that transfer device is one-way, so be careful.





Transfer device
Transfer device (before direction change)
Transfer device (after direction change)
Direction-change switch for the transfer device

BATTLE1 Beware of repeated slam attacks The Ruby Great's attack patterns are twofold: a slam attack where it raises both hands and then brings them down, and an attack where it charges up power and then spins. Of these, the slam attack can be executed repeatedly multiple times, and if all hit, they deal massive damage

Prone to being hit. If you do not stand in front of it you won't get hit, so attack from behind as much as possible. However, even from behind you can still be struck by the spinning attack. Healers should prioritize early recovery.

Ruby Great ▶P.362

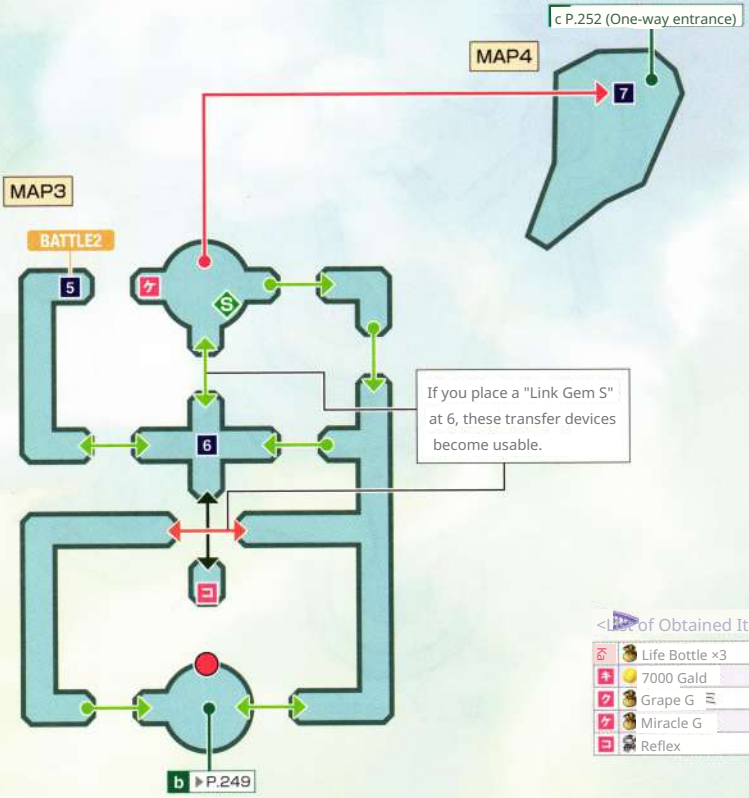
HP 49800 Steal 80

Resistances: Fire, Water, Earth, Mine, Light, Darkness

Drop: Red Saffron [100%]

Stealable —

For the slam, in many cases guarding after seeing the arm-raising motion is still in time.



<List of Obtained Items>

Life Bottle ×3	
7000 Gald	
Grape G	
Miracle G	
Reflex	

BATTLE2 Interrupt the casting of Ice Soul

The water-attribute mind spells that Ice Soul unleashes, such as "Spread" and "Imbrase End," are all highly powerful. If your HP is reduced by these mind spells and then you are hit by a crushing attack like Sapphire Great's slam, you will be helpless, so first concentrate attacks on Ice Soul to stop its casting and defeat it. At that time, it is easier if you set your other allies' tactics to target enemies that are casting.

Sapphire Great ▶P.362

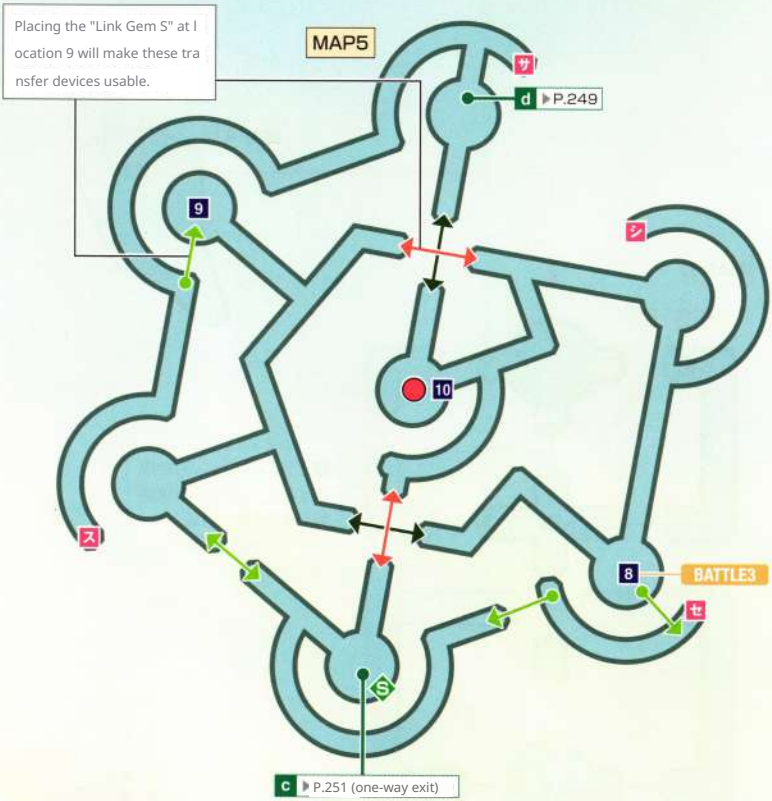
HP 52800 Armor 75

Patience 44 地 風 雷 光 闇

Drop: Red Savory [100%]

Stealable —

Ice Soul has no armor, so interrupting its casting is easy.



Obtained Items List

Sa Makuru Gummi
Treat
Slemongumi ×3
9000 Gald

- Transfer Device
- Transfer Device (before changing direction)
- Transfer Device (after changing direction)
- Transfer Device Direction Change Switch

In BATTLE3, isolate the Topaz Great and then strike it

The basic way to fight is the same as when you fought the Sapphire Great. Early on, prioritize interrupting the light-attribute mind arts used by the Light Souls, such as "Ray" and "Photon," and defeat the two Light Souls first, then attack the Topaz Great. Note that Light Souls are weak to dark attributes, so attack them with Kunzite's artes, and the Topaz Great is weak to wind attributes, so using Hisui's artes will more easily deal heavy damage.

Topaz Great ▶P.362

HP 56800 Steel Body 70

Resistance: Four Earth Weaknesses: W ght, Open

Drops: Red Camomile [100%]

Stealable

The attack methods used by the Topaz Great are the same as those of the Ruby G completely the same.

Town | Dungeon

Hidden Village Norkuin (2) ~ Imperial Capital Underground Sewers (3)

Access to the Sandrion Core succeeds, but as a price the giant Thought Stone loses its power and the barrier also disappears. Unfortunately, the village is then attacked by Zerom.

Flowchart

Skit p.413 Sub-event P.296

START

Companions	Rithia and Peridot Bairox accompany (you)
Title	Ines: Spiruine Chaser
Skit	Ines's Resolution

1 Enter MAP 2 and defeat Last Echinacea ×3. After that, defeat Last Lily. BATTLE1

Title	Kohaku: Heart Successor / Hisui: Heart Succ Successor, Soma Linker / Kuntzite: Soma Linker / Chalcedony: Soma Linker / Galad Soma Linker
Soma Link	Everyone Everyone [250]

2 Proceed toward the MAP1 exit

Sub-event 106	
Skits	Flora's Inheritance / Litia's Worries / Kohaku's Accent / What should I call you? / Snowball Fight / An Inspired Litia / Feelings of Gratitude / Cooking with Soma / Who Is the Strongest? / Future Plans? / Looking Back on Encounters / In Search of the Pendant

3 Approach the exit

4 Enter the field

Sub-events 107 108 109 110

When you leave Norkwin, head northwest. Ice floes have drifted into the river, and if you travel over them you can reach North Marquis Port without crossing Thunderclap Mountain Breeme.

5 Enter North Marquis Port

6 Talk to the ferry desk and go to South Old Mine Port

7 Travel by ship

8 Enter the field

9 Enter the Imperial Capital Estre

10 Approach the entrance of Max's Castle on MAP4

Items	Key to Max's Castle
Skit: Calsedony Rampage / Omelette Rice Incident	

11 Investigate the entrance to the underground waterways and go to the Imperial Cap

Skit: Younger Type?

12 Use the ladder to go to Max's Castle

To Max's Castle P.256

Enemy Data (P.362)

Lonely Campanula
HP 12800 Steel Body 5
Reason Flash 炎 氷 雷 Hikari Miyabi

Lonely Briar
HP 6500 Steel body 9
耐性 火 氷 地 風 雷 光 闇

Lonely Bouquet
HP 7250 Armor 10
耐性 火 氷 地 風 雷 光 闇

Lonely Tritoma
HP 9800 調体 15
Resistance Water Area 光 Light

❄ Listed are the enemies that appear in the Imperial Capital Estrega during the period from Hidden Village Norkin (2) and Imperial Capital Underground Sewers (3) up to Max■ (p.256). The enemies that appear (p.231), so they are omitted.

Shop, p. 398

1 During the period until Hidden Village Noquin, the item shop has moved here.

MAP3

START

Hidden Village Noquin

MAP1

MAP2

BATTLE1

1

2 3 4

To the field

North Marquis Port

MAP1

5

To the field

6

South Old Mine Port

MAP1

8

To the field

7

Imperial Capital Estrega

MAP3

a

11

MAP2

MAP4

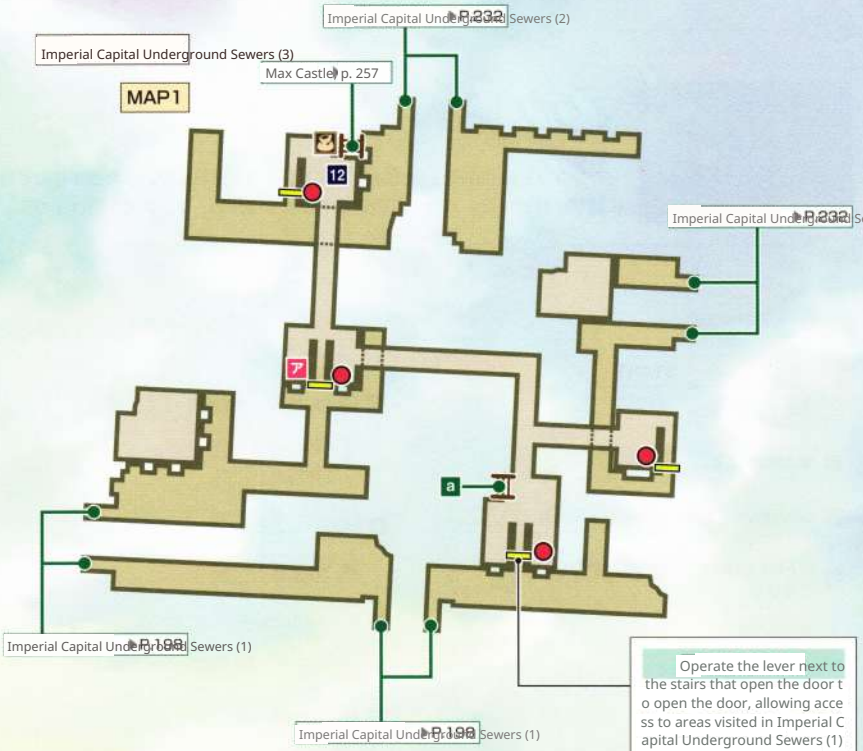
10

MAP1

9

To the field

Use the key to access the underground sewers Using the "Key to Max's Castle", you can enter the Imperial Capital Underground Sewers from the floor hole at the very back of the inn. This area has ladders, so you can freely go back and forth.


Imperial Capital Underground Sewers (2) ▶P.232
Imperial Capital Underground Sewers (3)
Max Castle ▶p. 257
MAP1
12
Imperial Capital Underground Sewers (2) ▶P.232
ア
a
Imperial Capital Underground Sewers (1) ▶P.198
Imperial Capital Underground Sewers (1) ▶P.198
Operate the lever next to the stairs that open the door to open the door, allowing access to areas visited in Imperial Capital Underground Sewers (1) (P.197) and Imperial Capital Underground Sewers (2) (P.231).

Obtained Items List

ア Lemon Gum ×2

● Lever to toggle door open/close
▯ ... Door that opens and closes when the lever is operated

BATTLE1 Make sure to stop Rasena Echinacea's casting

The first Ras Echinacea encountered will cast psychic arts like "Burn Strike" and "Massive Rock". Once you confirm it has begun casting, immediately close the distance and attack to interrupt it. Set other allies to target enemies that are casting; attacking three at once is even better. Ras Echinacea (p.362)

HP 6100 Copper Body
Resistance 斬 水 光 地 風 氷 闇

Ras Lily ▶P.362
HP 12437 Steel Body Lv 15
耐性 火 水 Earth 風 雷 光 闇

Next, watch out for Ras Lily's petrifying attacks. Attack from behind to avoid being hit, and if petrified, cure it with a "Stone Bottle".

Ras Echinacea does not have Steel Body. Be proactive attack aggressively. Stop the song.

Town | Dungeon

Max Castle

Shing and the others visit Estrega in search of the "Scarlet Eye Stone," but the imperial capital is already under attack by

To confirm Paraiba's safety, they rush up Maks Castle.

Flowchart

Skits P.414 | Sub-event P.296

START

Sub Event 111

Enter MAP4

Solve GIMMICK1 to open the iron grate — GIMMICK1

3 Solve GIMMICK2 on MAP7 and open the iron grille — GIMMICK2

Sub-event 12

4 Go to the door of MAP9 and defeat Lonliveronica — BATTLE1

Items: Crimson Eye Stone pendant

Title Karusedony: Knight Who Supported the Princess Knight Who Shouted Love

Soma Link All All [180]

After defeating Lonli Veronica, Zerom of the Imperial Capital craftsman Strega will be gone from Max Castle and the imperial capital. Also, the Soma Build level cap will increase to 16.

Automatically move to MAP2 and restart

Sub-event 3 1

Skits: Calcedony's confession / Super big! 2 / Sightings of the Purgatory Dragon

6 Go to the Imperial Capital Estre

Sub-events 114 115 116

Skit: Obsession

Enter MAP1

Sub-event 117 118

8 Enter the field

Sub-events 19 20 21 122 123 124 125 126

Enter Healing Village Goose

Go to the village chief's house

Go to MAP2

Skits: Ji-chan's revenge / Mighty-armed Ines / Faction conflict/ That taste is... 2 / To Bamel Volcano

After leaving the field, go to Bamel Volcano

To Bamel Volcano p.260

<enemy data P.362

Lonely Campanula
HP 12800 Steel Body 5
Resistances: Fire, Water, Earth, Wind

Lonely Briar
HP 6500 Steel body 0
Resistance: Fire Water Earth Nation Light Garden

Lonely Bouquet
HP 7250 Armor 10
Resistances: Fire, Water, Earth, Light, Dark

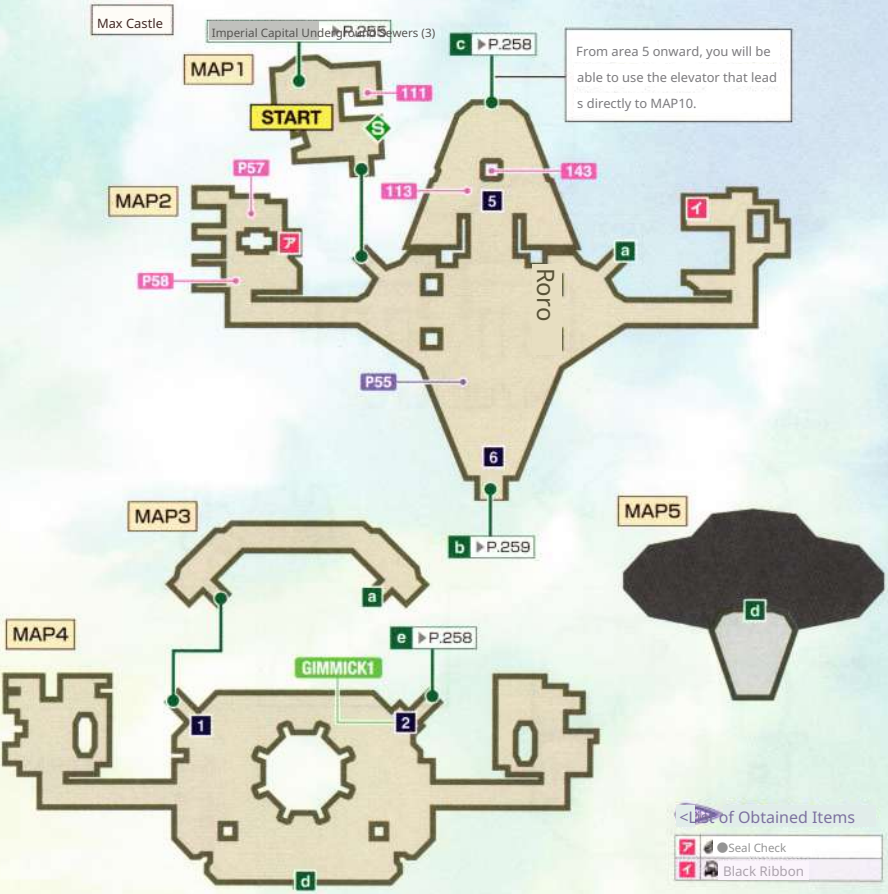
Lonely Tritoma
HP 9800 Steel 15
Resistances: Four Four Country

Bonehead
HP 7000 Steel 10
Resistances: Fire, Water, Light

Darkness Spot
HP 6150 Steel body 0
Resistances: Fire, Water, Earth, Light, Dark

Kawanchā
HP 8000 Steel body 0
Patience 44

Swindler
HP 77777 Steel 150
耐性 火 水 地 風 雷 光 闇



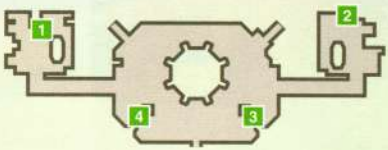
GIMMICK1 Shoot four objects in order with Energy Shot

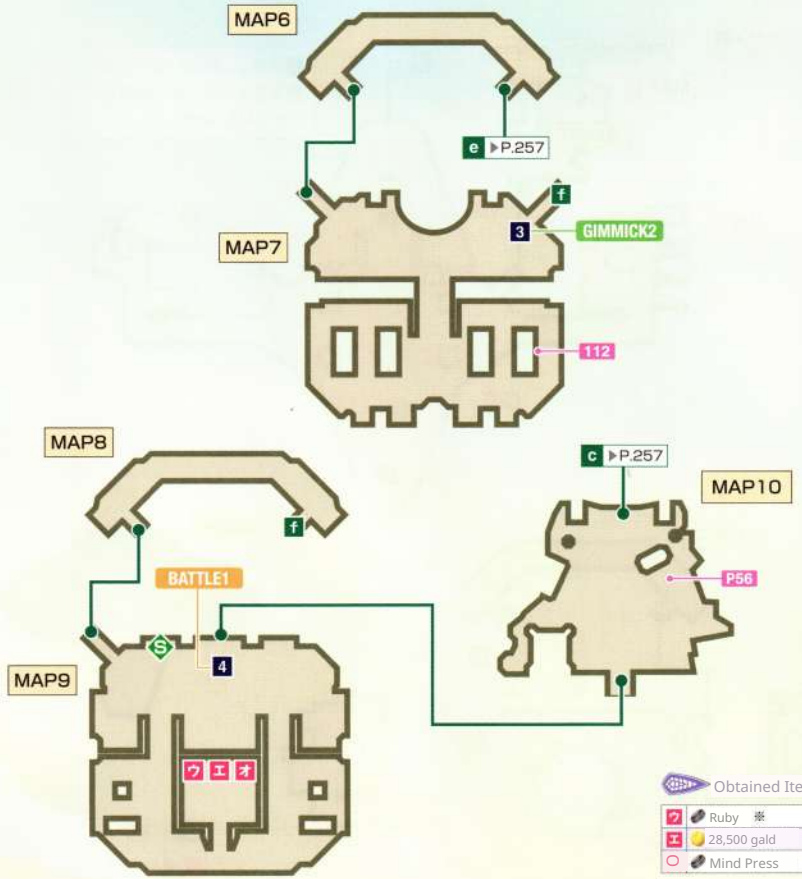
MAP4 contains helmets, armor, swords, and shields that respond to Energy Shot. These objects light up when shot in the correct order, and if all objects are lit the iron grate in MAP4 will open. The correct order is shown at right.

Hints for the mechanism are written on nearby statues and can be read when investigated.

Correct procedure to shoot the objects

1. Shoot the sword object with an Energy Shot
2. Shoot the object with an Energy Shot
3. Shoot the armor object with an Energy Shot
4. Shoot the helmet object with an Energy Shot





Obtained Items List

ワ	Ruby ※
エ	28,500 gald
○	Mind Press

*When you open the treasure chest, a Swindler will appear. Defeat it to obtain the item.

GIMMICK 2 Use the fountain hint to solve the mechanism

The same mechanism as MAP 4 is also on this floor.

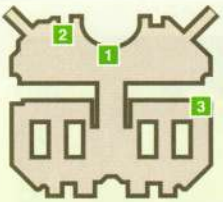
This time, refer to the hint obtained by examining the statue next to the iron grate and the hint that appears when you shoot the fountain with an Energy Shot.

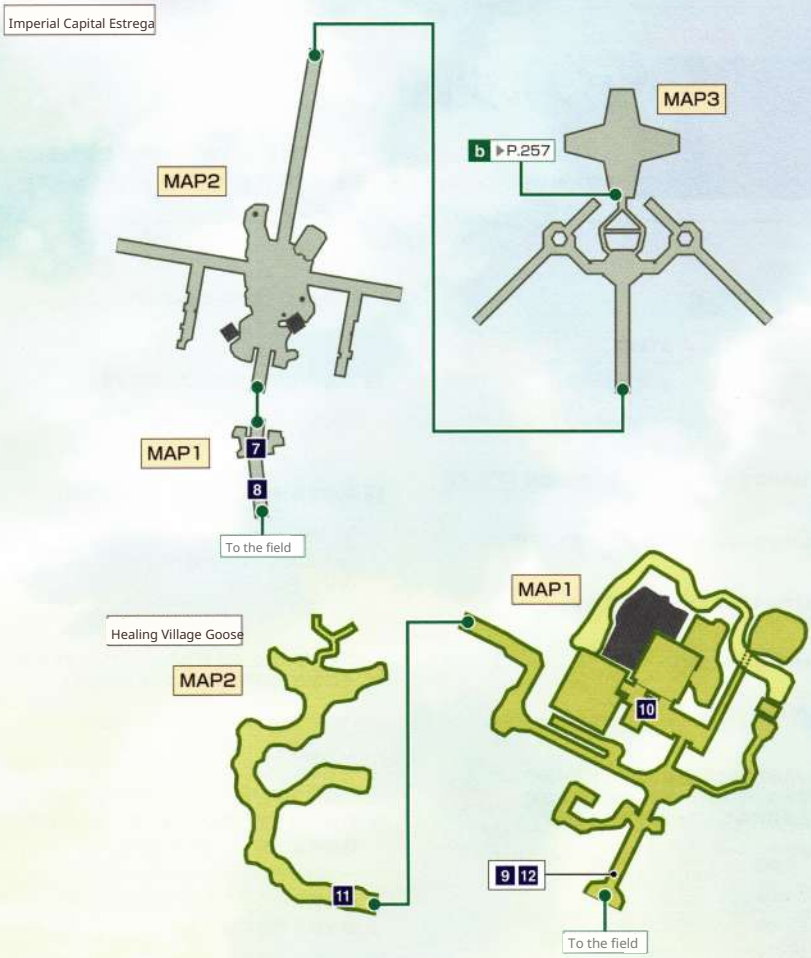
Using those hints, shoot all the sword objects on the MAP with Energy Shots to proceed.

Shoot the lit part of the fountain to make water spout, and the hint to be able to read the to become.

Correct procedure to shoot the objects

1 Shoot the fountain object with an Energy Shot
2 Shoot the sword objects with an Energy Shot
3 Shoot the sword objects with an Energy Shot





BATTLE1 Recover from the sealed status immediately using items

Lonli Veronica has a large body and a wide attack range. In particular, her attack of jumping high and then crushing has high power; if the healer is caught up in it, the entire party will be in danger. Therefore, do not have the healer participate in attacking; plan for them to use healing arts from a distance.

It is best to set it. Also, if you are hit by "Dark Breath" and become Sealed, your ability to attack or heal will be greatly reduced, so immediately recover using a "Seal Bottle." Lon Riv Veronica has slow movement speed, so attackers should actively move to her rear and strike.

Lonli Veronica ▶P.364

HP 117500 Steel Body 125

Patience: Mitsuaki Kazeta

Drop: Turquoise [100%]

Poison Seal Stealable —

Lonri Veroni Light attribute is very effective against it. Karu Sedoni's techniques are effective.

Town | Dungeon

Vamel Volcano

To obtain the other material needed for Soma Evolve, the "Flare Horn," Shing and his group ente r the Bamel Volcano. The opponent they must defeat is the Purgatory Dragon Volga Jaws.

Flowchart

Skit P.414 Sub-event P.298

START

Skits: Scorching Forced March (from MAP2 onward)/ Distressed Hisui/Hisui's Soma 1/ Secret Feature Unlock 2/Hot Place / Hot

1 Unlock the GIMMICK on MAP3 and proceed. GIMMICK 1

2 Break the massive rock on MAP5 with an Energy Blow

3 Break the giant rocks with Energy Blow

4 Proceed forward on MAP6

Party member: Chalcedony leaves/ Peridot Bairox is removed from the party

5 Go to the crater on MAP7. Chalcedony only Become, defeat 2 Inkarose. After that BATTLE1-2 becomes everyone, defeat Volga Jaws

Party member: Only Chalcedony (before BATTLE1)/ All members (before BATTLE2)
Items: Flarehorn
Title: Chalcedony: Wings of Bonds
Soma Link: All Members All Members [180]

6 Automatically move to the Healing Village Go

Companion: Chalcedony leaves

7 Talk to Namco at the bathhouse counter and enter the men's bath

Party member: Chalcedony joins
Soma Link: Everyone Everyone [180] ※
Sub Event: 127

8 When you go out into the field, you will automatically board the Lianheit. After that, go to the Mobile Crystal Fortress Sandrion.

Subevents 128 129 130 131 132 133 34
Skits: Storm Sandrion! / Express! Lianheit Service / Kohaku and the Lianheit / Braised Pork with Turnip / Confirm Object

From this point onward, you will be able to boar d the Lianheit. The next destination, Sandrion, floa ts over the sea on the northern side of the Old Mi ne continent and can only be reached by the Lian heit. When you approach Sandrion in the air, you will automatically board it, so it's a good idea to vi sit various places and prepare beforehand.

To Mobile Crystal City Sandrion (2) ▶P.266

Enemy Data ▶P.364

Flame Bat
HP 5280 Copper Body
Resistance 4 4 4

Lava Golem
HP 22500 Steel Body 40
Fire, Water, Earth, Wind, Interval resistance

Blaze Boar
HP 8800 Steel body 0
Resistance Four-day bright eye

Dragon Tail
HP 7200 Steel Body 5
Endurance Shikoku Mitsuru

Tosageko
HP 6400 Armor 0
Patience Fire Water Field Country

Sheer Geranium
HP 6980 Armor 10
Patience Fire Water Land Country Light

Sheer Campanula
HP 14200 Armor 10

Sheer Gladiolus
HP 8482 Steel Body 5
Resistance 444 Day Body □

※ Calcédoine and other allies' Soma Link increases by [330].

Map

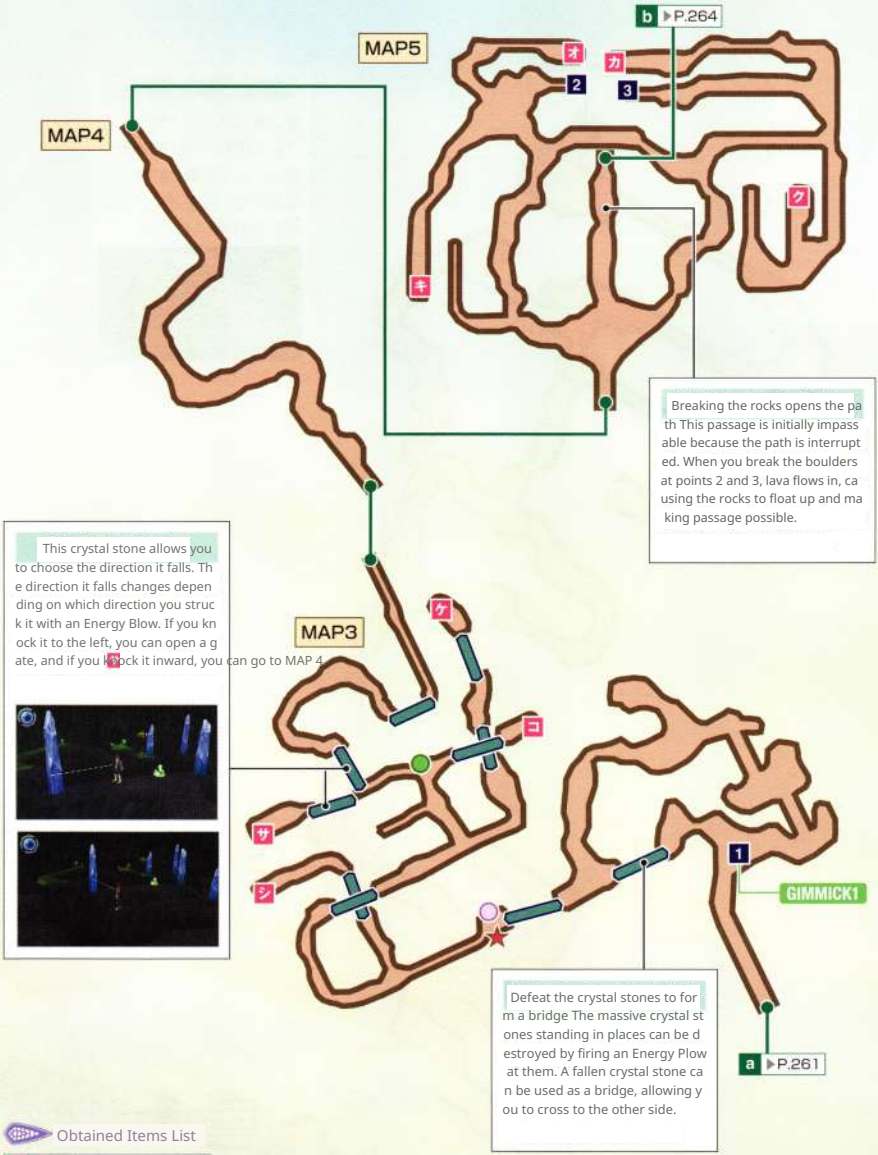
Shop, p. 398

Prepare for consecutive battles In the deepest part, there are consecutive battles with Incarose and Volga Jaws. These will be very tough fights, so buy as many healing items as you can carry.

Welcome.

<List of Obtained Items

ア	Emergency Stone
イ	Banashia Bottle ×2
ウ	Lemon Gum ×2
エ	Pararai Bottle ×3


b ▶P.264
MAP5
MAP4
オ
2
カ
3
ク
キ
Breaking the rocks opens the pa th This passage is initially impass able because the path is interrupt ed. When you break the boulders at points 2 and 3, lava flows in, ca using the rocks to float up and ma king passage possible.
This crystal stone allows you to choose the direction it falls. Th e direction it falls changes depen ding on which direction you struc k it with an Energy Blow. If you kn ock it to the left, you can open a g ate, and if you knock it inward, you can go to MAP 4.
MAP3
ケ
コ
サ
シ
1
GIMMICK1
Defeat the crystal stones to for m a bridge The massive crystal st ones standing in places can be d estroyed by firing an Energy Plow at them. A fallen crystal stone ca n be used as a bridge, allowing y ou to cross to the other side.
a ▶P.261

Obtained Items List

オ	Garnet
Cafe Mix Guard	
キ	14,500 gald
ク	Mithril Circlet
Kerchief Ribbon	
コ	Paralacheck
サ	Grape Gummies
シ	Plate Mail

...Places you can pass by defeating a massive crystal stone
Crystal that restores the massive crystal stones
...a crystal that warps you up to the point where you can investigate

Vamel Volcano

GIMMICK1 Aim for MAP4 while building a bridge of crystal stones

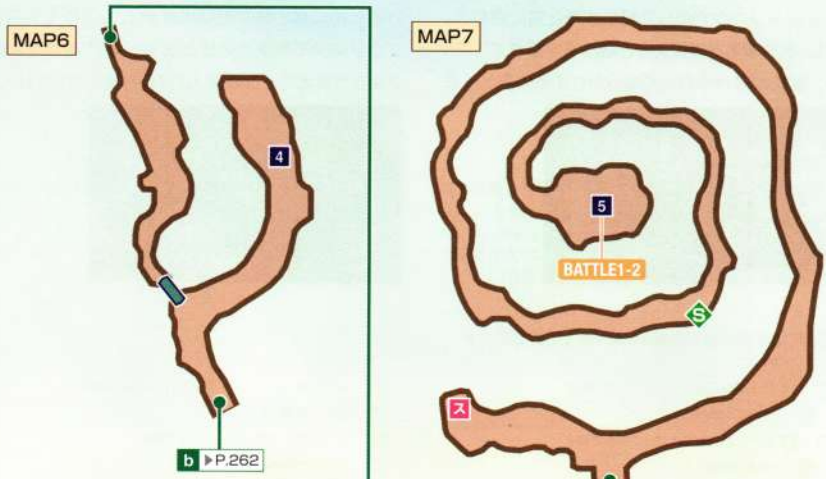
MAP3 has 10 giant crystal stones; you can knock the m down with Energy Blow and turn them into a bridge to proceed. However, if you destroy them in the wron g order, the crystals may break or treasure chests may become unopenable, so follow the steps below as instructed. Also, to open all treasure chests, you n eed to use a crystal that restores the giant crystal st ones to their original positions along the way. If you destroy them in the wrong order, you can use this cr ystal as well.

If you destroy them in the wrong order, they cannot bear the weight and the giant crystal stones will shatter.

11 Then from this position 3 aim at the giant crysta stone and use Ene rgy Blow to hit it.

Route to go to MAP4 while opening treasure chests

1–2 Destroy the giant crystal stones with Energy Blow	Aim from the 12th slot and defeat the giant crystal stone with an Energy Blow
3 Open the treasure chest	13 Open the treasure chest
4–5 Defeat the giant crystal rock with Energy Blow	14 Defeat the giant crystal rock with Energy Blow
6 Open the treasure chest	15 Open the treasure chest
7 Examine the crystal to reset the giant crystal rock's position	16 Aim from a distance and defeat the giant crystal rock with Energy Blow
8–11 Defeat the giant crystal rock with Energy Blow	17 Go to MAP4



Obtained Items List

Peach Gummy

...A passage that becomes accessible after defeating the giar

BATTLE 1: Observe the actions of the two Incaroses and defeat them

Although the two Incaroses look identical, one mainly attacks wit h mind arts while the other uses techniques. Defeating either one w ill result in victory, so concentrate attacks on one of them. The easie r target is the Incarose that uses mind arts [2B]; attack it as soon as i t begins casting. Its steel defense is low, making it easy to interrupt t he casting and gain opportunities to strike repeatedly. Aim for big d amage with light-element techniques that exploit its weakness. Note that the Incaroses' parameters scale with your level: they are weakest at level 50 or below, gr

Because of this, you are more likely to gain consec utive attack opportunities. Aim for heavy damage u sing light-element techniques that exploit its weak ness. Also, Incarose's parameters change based on your level: they are weakest when your level is 50 or below, get stronger at 51–55, and increase furt her at 56 and above.

Incarose [2A] ▶P.364

HP 19000 1 Steel Body 0

Resistances: Fire, Water, Earth Hikarizono (Light Garden)

Drop —

Stealable —

Incarose [2B] ▶P.364

HP 16000 ※2 Steel Body 5

Resistances: Fire, Water, Earth, Li ght

Drop —

Stealable —

You will have to rely on items for healing. Use th em when an en emy's attack mis ses.

Equipping access ories such as the "Dark Mantle" t hat boost Dark re sistance will mak e battles easier.

*The HP listed here applies when our level is 50 or below. At levels 51–55 it is 22,000, and at level 56 or above it is 25,000.
*The HP listed here applies when our level is 50 or below. At levels 51–55 it is 19,000, and at level 56 or above it is 22,000.

Take a detour before heading to Sandrion

If you have the Reinhite, you will be able to travel around the world freely. At this stage, various side events are occurring, so it might be good to take a tour of the world once. It won't be too late to go to Sandrion after that.

BATTLE 2 "Flare Claw Burst" — Make sure to guard properly

Volga Jaws uses many powerful techniques with high potency. Most of them are fire-element, so if you equip items like "Garnet" or "Flare Mantle" in advance to raise fire resistance, you can reduce the damage. However, the wide frontal attack "Flare Claw Burst" still deals heavy damage even with increased resistance.

It will start using it when its HP drops to 60% or lower, so refer to the explanation of dangerous attacks and be sure to guard. When attacking from our side, strike from behind or at long range with water-element arts so you won't take its high-power moves.

Volga Jaws ▶P.364

HP 158400 鋼体 200

Resistances Fire Water Area D

rops Charge Ring [100%]

Stealable —

Vamel Volcano

Water-elemental Artes
It is recommended to include Ines, who has plentiful water techniques, in your party.

Dangerous Attacks

Flare Claw Burst

Before using the move, it has a preparatory motion of crossing both arms and then opening them wide. Once you see this, immediately guard for the whole party.

Jump Stomp

She can stomp up to three times in succession, so guard the whole party until it ends. Also, when her HP falls to 60% or below, she triggers an explosion around her.

Town Dungeon

Mobile Crystal Castle Sandrion (2)

The feelings of everyone evolved Chalcedony's Soma, and Lianheit took flight.
With their newfound wings, Shing and his group charge into Sandrion where Creed awaits.

Flowchart

Skit P.414 Sub-event P.298

START

Sub-Event 135

Skits "Thorn Forest" Plan / Worrying about Lytia / Hisui's Soma 2

Solve GIMMICK1 on MAP 1 GIMMICK1

Solve GIMMICK2 GIMMICK2

Solve GIMMICK3 on MAP 8 GIMMICK3

Investigate the warp point on MAP 9 and perform possession
4 Defeat Stregaou. After that, you will automatically move to the crystallized realm for BATTLE 1

Item: Lapis' Spirune

After defeating the Possessed Stroigau and entering the Cr ystal Realm, you will not be able to return to the surface until you progress to the Observation Base Rapunzel (P.276). You will also never be able to enter Sandrion again, so be careful not to miss any treas

Crystal Realm ~ Crystal City Wandaridel, see P.270

<enemy data P.366>

Scarzeranium
HP 7597 Steel 15
Patience Mine Hikari-en

Scar Bouquet
HP 8674 Steel Body 5
Resistance: Water/Earth

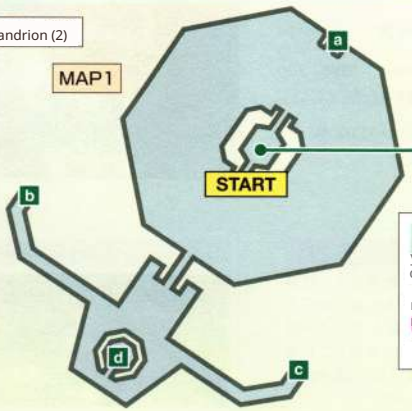
Scar Cleome
HP 6300 Bronze Body: 0
Resistant to Earth, Mine, Light

Skadalia
HP 13163 Steel 15
Patience Suixi State

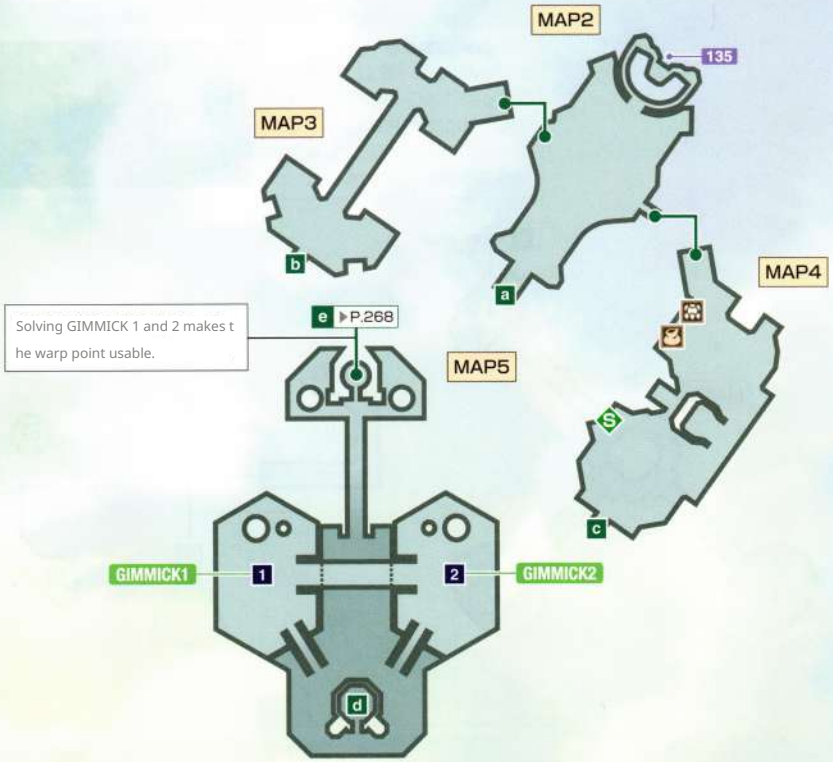
Map

Shop P.398

Mobile Crystal Castle Sandrion (2)



In the past, connections change. If you examine the device on MAP 1, you can exit to the field. Note that on the ni ght before the activation of 153 Garde nia, this device connects to a different map.



GIMMICK1-2 Move the line boxes to supply energy

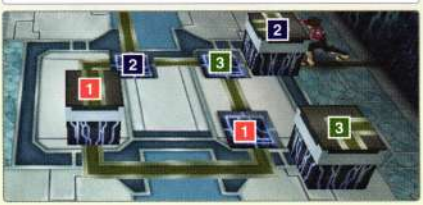
GIMMICK1 and 2 are mechanisms where you mov e line boxes to complete energy lines. There are thre e line boxes, each depicting a different line, and by fi tting them into holes opened in the floor so that the y form a single line, energy will be supplied. Be caref ul not to drop them into the wrong holes.

Fit the line boxes into the correct holes as shown in t he photo below, taking care not to drop them into t he wrong holes. If you do drop one into the wrong h ole, examine the reset crystal located near the mech anism to return the line boxes to their original positi ons and you will be fine.

How to connect the lines for GIMMICK1–2 (clear by fitting the line boxes into holes with the same number)

GIMMICK1

GIMMICK2

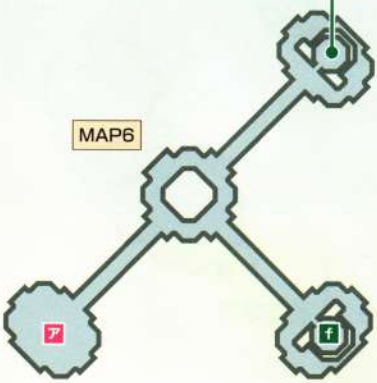


Impassable until GIMMICK3 is solved

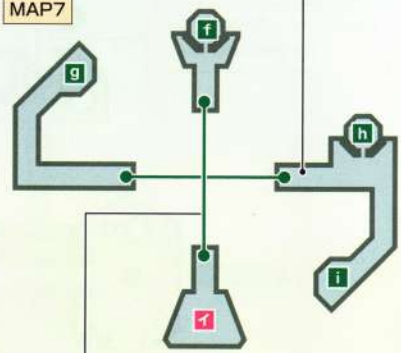
There is a wall blocking this passage so you cannot go through, but when you solve GIMMICK3 the wall will lower and you can proceed. Beyond the passage is a warp point to advance to MAP9. First, solve GIMMICK3 on MAP8.

e ▶P.267

MAP6

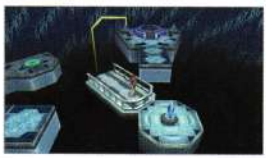


MAP7

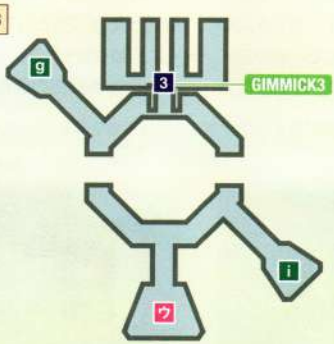


Use the rotating passageways to move

MAP7 contains rotating passageways. Each time you shoot the central switch with the Sorcerer's Ring, the passageway rotates. First, shoot the switch once to rotate the passageway, then head to MAP8.

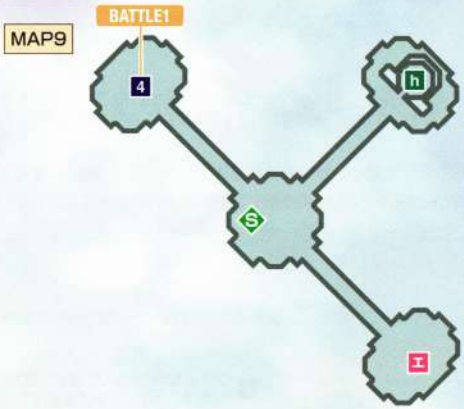


MAP8



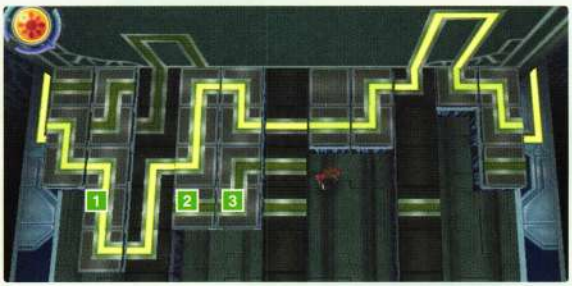
Obtained Items List

Aven	ng Gummy ×2
1	Lemon Gummy ×2
2	Mithril Mail
3	Life Bottle ×3



GIMMICK 3 Move the linked line bars to create a single line

This mechanism's purpose is to move rods called line bars that conduct energy and form a single line. However, because the rods on the right half of the mechanism are linked so that moving them upward causes the rods on the left half to move downward, the lines will not be completed by moving them randomly. The completed line pattern and the steps to achieve it are shown below, so use those steps as a reference when moving the line bars.



1. Pull the second line bar from the left and move it down twice
2. Pull the third line bar from the left and move it down once
3. Pull the fourth line bar from the left and move it down once

※ If you fail the above procedure partway through, return once to MAP7 and then enter MAPB again. Doing so will reset the line bar's positional values to their initial state.

BATTLE1 The drill that hits repeatedly is a threat

The behavior of the Possessed Streegau is basically the same as the Streegau you fought before. Attacks to be wary of are drill-based strikes that hit multiple times in succession, such as thrusts and uppers. As before, try to flank the enemy so the drill attacks miss, then attack from behind. However, since attack power has increased considerably, adopt a more defense-focused approach.

Also, the newly used move "Beloved Spillune!" is a technique that directly strikes at the feet regardless of distance and deals massive damage. It is difficult to guard against, so heal frequently and keep HP high. Alte

Possessed Streegau ▶P.366

HP 116200 Steel Body 100

Resistance Four 風 雷 光 闇

Drops: Red Sage [100%]

Stealable —

Aim as much as possible for guard counters to actively create attack opportunities.

Town Dungeon

Crystal World ~ Crystal City Wandaridel

A teleportation technique activates, and Sandrion begins moving toward Gardenia. Meanwhile, Shi ng and the others are cast by Incarose's art into the crystallized world that has turned white.

Flowchart

Skits P.414 Sub event P.298

START

Soma Link Ines Galad【2101

Skits Crystal Realm/Falling to the Moon/Kohaku's Foot

1 Go to the Crystal City Wandalider

Companions Lychia leaves the party

Subevents 36 37

Skit: A Quiet World

2 Enter Litia's Room

3 Spirit-link to Kurinocelaph, and defeat Cro a-Seraph and Kurinocelaph BATTLE1

Title Kunzite: One Who Surpassed Ace

Skit Flora and Seraph / City of Crystallines / Shing's Hobby

4 Exit to the Crystallin

5 Go to the Tower of Hope Jackseed

To the Tower of Hope Jackseed P.272

Enemy Data P.364

Swindler

HP 77777 Steel Body 150

Resistance: Earth Raikouen

Gilty Echinacea

HP 6800 Copper Body

[Resistance All Directions

Guilty Campanula

HP 16000 Armor 10

(Resistance: Fourth Eye Light

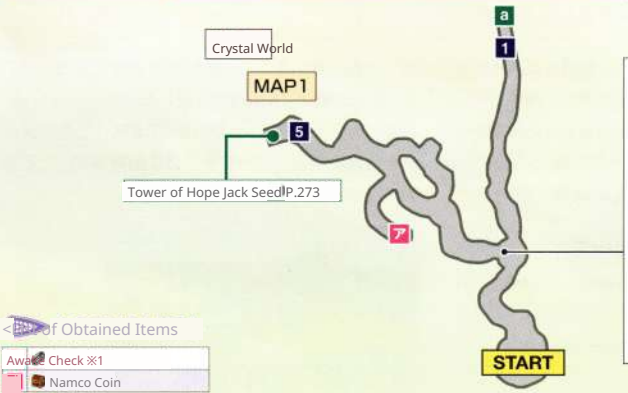
Basilisk

HP 7950 Steel Body 5

Resistances: Water, Earth, Mine, Light

Map

Shop P.398



Head for Wandaridel When you first come to the Crystal R ealm, you cannot proceed to ward the direction where the Tower of Hope, Jackseed, is lo cated. First, aim for Wandarid el, the hometown of Litia.

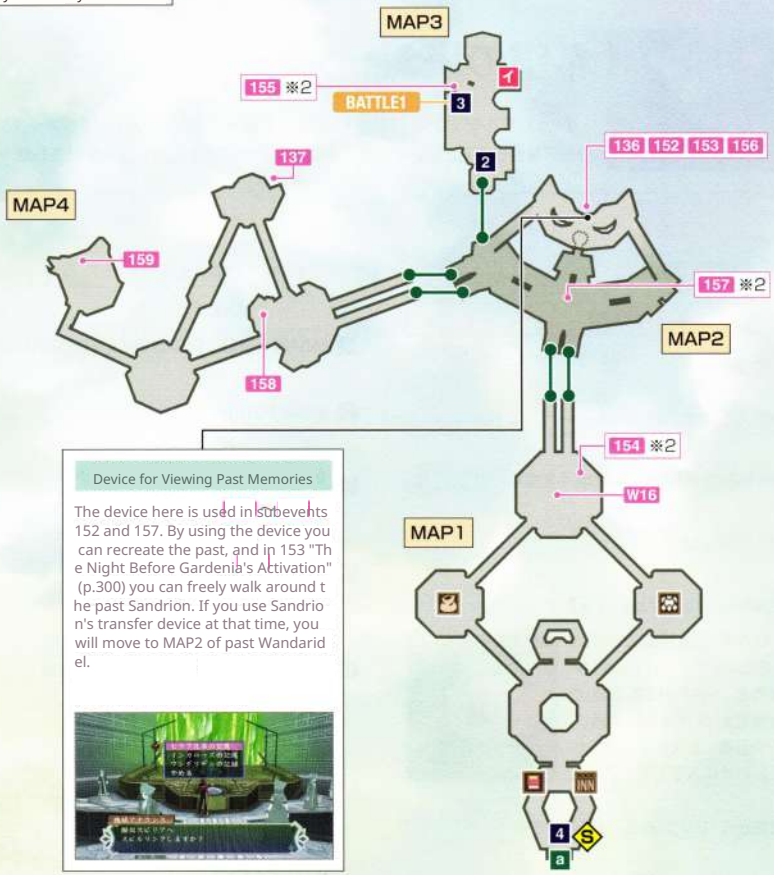
List of Obtained Items

Award Check ※1

Namco Coin

※1: When you open the treasure chest, a Swindler will appear; defeat it to obtain the item.

Crystalline City Wandaridel



Device for Viewing Past Memories

The device here is used in subevents 152 and 157. By using the device you can recreate the past, and in 153 "The Night Before Gardenia's Activation" (p.300) you can freely walk around the past Sandrion. If you use Sandrion's transfer device at that time, you will move to MAP2 of past Wandaridel.

※2: Occurs when you travel to the past from the device on MAP2.

BATTLE1 Focus on attacking Kurinoseraph with full force in the early stage

Kurinoseraph often uses support-type spirit arts such as "Sharpness" to increase Kuroaseraph's attack power and "Barrier" to raise its own defense. Because it stops moving while casting these spells, it's easier to fight if you concentrate on Kurinoseraph in the early stage. Meanwhile, Kuroaseraph will still use "Instant" Since it attacks intensely with techniques like "Blade Cleave," include Hisui in your party and fight while healing the whole party with "Nurse." If you can isolate Kuroaseraph, it will stop using "Sharpness," reducing the damage you take and lowering the danger.

Kurinoseraph ▸P.366

HP 85000 Armor 60

Resistance: Ice, Earth

Drop: Brutal Talisman [100%]

Steal -

Kuroaserapu [2] ▸P.366

HP 72100 Steel Body 40

Resistances: Shikoku, America

Drop: Feet Symbol [100%]

Stealable —

Town Dungeon

Tower of Hope Jackseed

Once the largest transfer system in the Crystal Realm that launched Gardenia, the Jack Seed.
Chasing Croa Seraph, who absorbed Litia into its own Spiria, Shing and his party rush toward the tower.

Flowchart

Skits P.415 Sub-event

START

Skits Incarnate Rose's Anguish / Aim for the tower rooftop

1 Approach the tower ent

Solve GIMMICK 1 on 2 MAP2 (lower level) GIMMICK1

Enter MAP5

Obtain a "Link Gem J" from a treasure che

st If there are two "Link Ge m J" items in treasure chests i n MAP5, you can activate the transport device in MAP4. Thi s is essential for progress, so be sure to collect both.

Obtain a "Link Gem J" from a treasure chest

Approach the wall of lig

7 Place the "Link Gem J" on the device in MAP4

8 Place the "Link Gem J" on the device

9 Destroy the security gate's power source with an Energy Blow

10 Destroy the security gate's power source with an Energy Blow

11 Ride the elevator in MAP6 and engage Inca
Defeat Rose·ILL. You will be automatically moved to Observation Base BATTLE1
Move to Rapunzel

Soma Link All members: All 【150】 (before battle)

After this battle, you will b e automatically moved to Ob servation Base Rapunzel. Fro m there, if you take the Lian heit to the Crystalline Realm, you can also return to Jackse ed.

To the Rapunzel Observation Base P.276

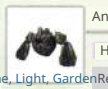
・Enemy data P.366

Guilty Echinacea
HP 6800 Bronze Body
耐性 火 水 地 風 雷 光 闇

Guilty Campanula
HP 16000 Steel Body 10
Resistance: Four Refreshing Wind Light

Basilisk
HP 7950 Steel Body 5
Resilience Suichikokōen

Grappler
HP 9250 Bronze Body
Resistance: Fire, Water, Earth, Mine, Light, Garden



Ancient Golem
HP 25000 Steel Body 35
Resistances: Water, Earth

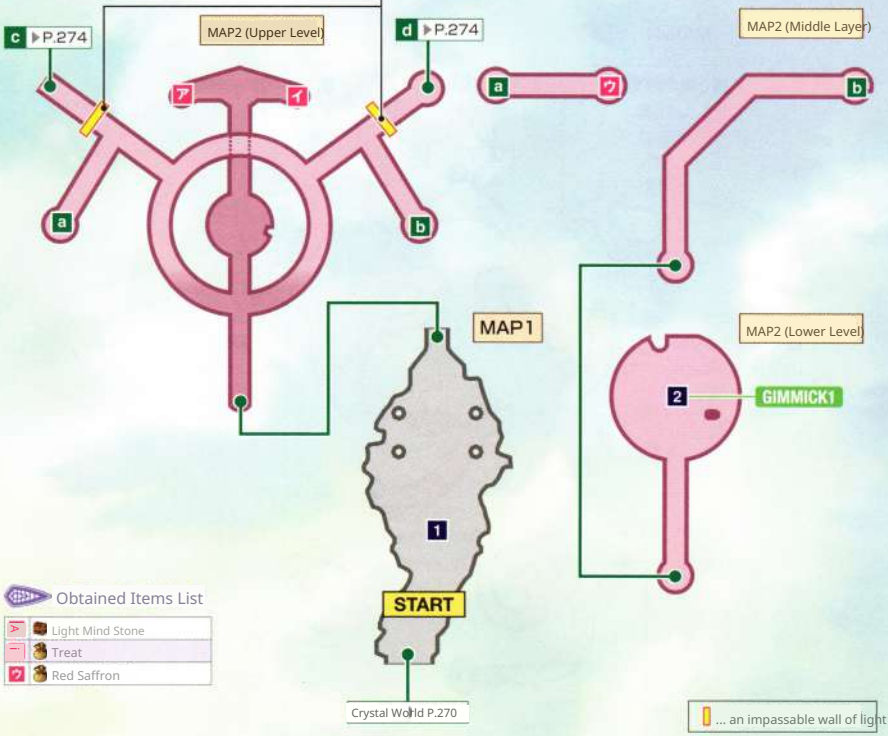
Gate Keeper
HP 6500 Steel Body: 0
耐性 火 水 地 風 雷 光 闇

Ice Demon
HP 10000 Armor 10
Resistance: Fire and Water

Map

Tower of Hope Jack Seed

The wall of light disappears when you solve GIMMICK1.



Obtained Items List

- Light Mind Stone
- Treat
- Red Saffron

... an impassable wall of light

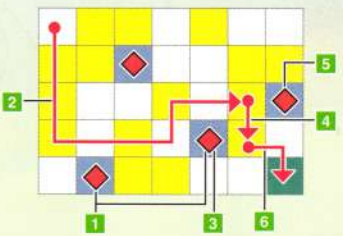
GIMMICK1 Move the bud and carry it to the goal

This mechanism is cleared by moving the bud located in the upper-left square and carrying it to the lower-right square. However, the bud can only travel over sun panels, and if it lands on a moon panel it will return to the starting point.

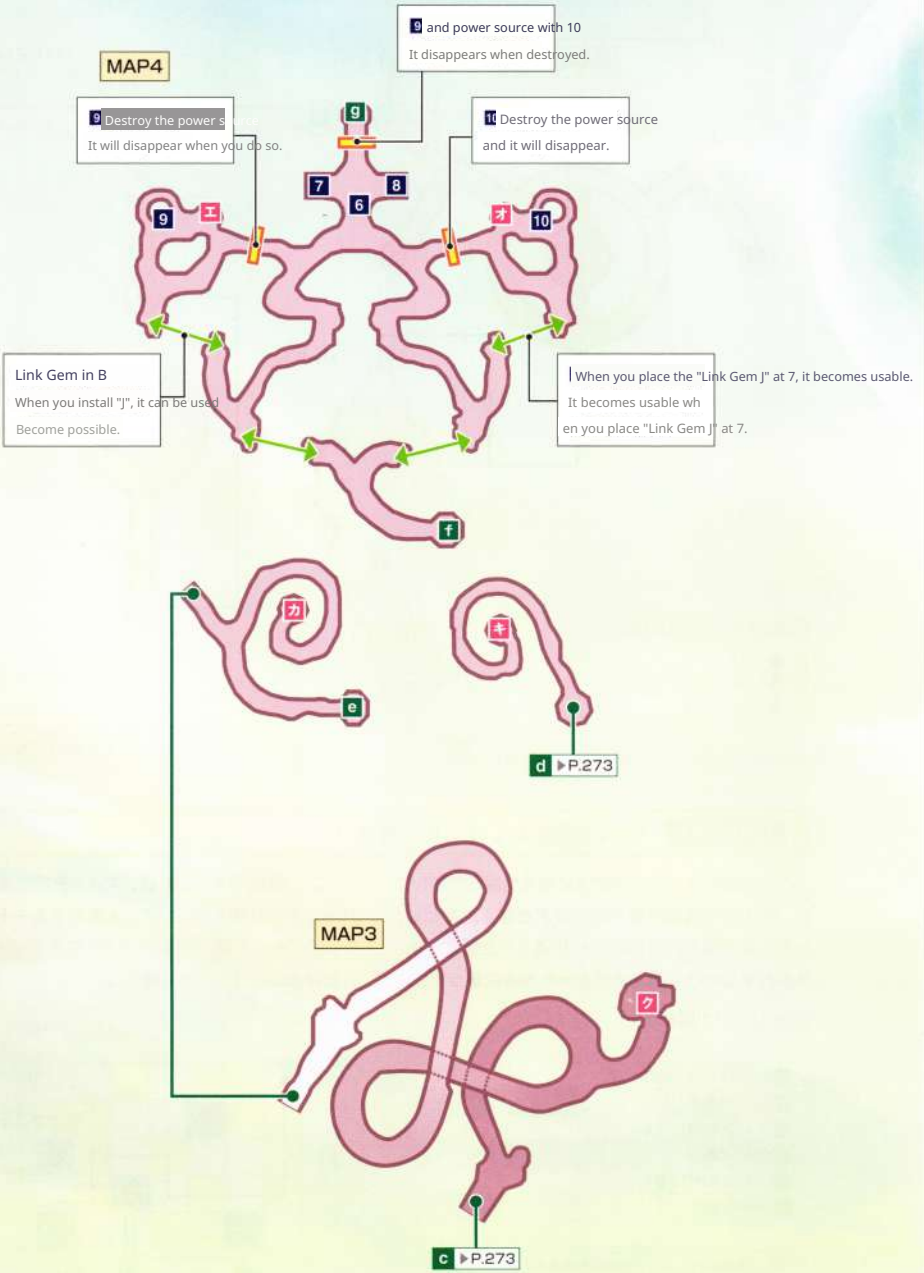
The key to攻略 is to use switches to toggle the sun and moon panels and create a path to move the bud. Operate the switches and buds in the order below to carry it to the goal.

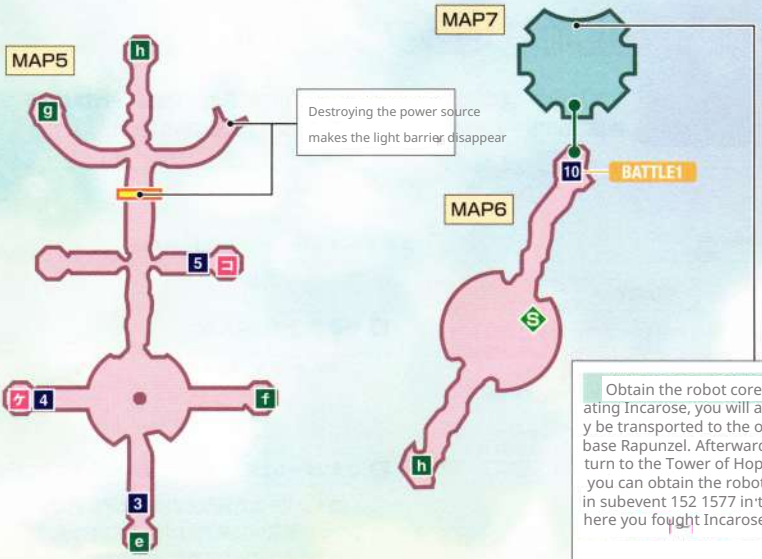
<How to solve the mechanism

1. Turn off the two switches
2. Bud を運ぶ
3. Turn on the switch
4. Carry the bud
5. Turn off the switch
6. Carry the bud



A switch that toggles the illumination of the surrounding panels


MAP4
9 and power source with 10
It disappears when destroyed.
9 Destroy the power s
It will disappear when you do so.
10 Destroy the power source
and it will disappear.
Link Gem in B
When you install "J", it can be used
Become possible.
When you place the "Link Gem J" at 7, it becomes usable.
It becomes usable wh
en you place "Link Gem J" at 7.
d ▶P.273
MAP3
c ▶P.273


MAP5
MAP7
MAP6
BATTLE1
Destroying the power source makes the light barrier disappear
Obtain the robot core After defeating Incarose, you will automatically be transported to the observation base Rapunzel. Afterwards, if you return to the Tower of Hope Jackseed, you can obtain the robot core used in subevent 152 1577 in the room where you fought Incarose ILL.
... Transfer Device
... Impassable Wall of Light

Obtained Items List

エ	Crystal Helm
オ	Ancient Clothes
カ	12200 Gald
キ	Crystal Guard
ク	Peach Gummy
ケ	Link Gem J
コ	Link Gem J

BATTLE Recover quickly and survive the relentless rush

Incarose ILL is faster in action than Incarose, and its attack of grabbing and then repeatedly slashing is extremely powerful. When fighting head-on, it is important to take proper defensive measures to prevent follow-up attacks. Alternatively, you can avoid attacks with free run and attack from a distance with light-element mind arts such as "Ray" or "Photon." Also, the healer

Keep your distance to avoid being caught in attacks, and set tactics so you can heal early.

When attacking, avoid Incarose/ILL's psychic arts by freelancing, then attack when their psychic arts are activated and they are immobilized. If an enemy attacks with a technique, guard and then attack during the opening after they land.

Incarose ILL ▶P.366

HP 160200 Steel Body 105

Resistance: Fire Water Light Garden

Drop Omega Elixir [100%]

Stealable —

The multi-target-piercing "Il Laser" is hard to avoid. Guard to block it.

Town | Dungeon

Observation Base Rapunzel

Sapping Incarose's life triggered Jack Seed's transfer technique. The party landed in Gardenia's interior, at Rapunzel, which has a transfer port to the Core Dome.

Flowchart

Skits P.415 Sub event P.298

START

Sub-event	138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159
Skits	Standing in Gardenia / Best-before date / Sinking crystal people / Can't sleep / Miso-grilled rice ball / Tricolor Pizza Flavor / Glittering Kunzite / Fighting Over the Meat / Beloved Pudding à la Mode

Enter between the 1st movem

Companion	Only Shing remains
Subevent 160	

Take the lift to the 3rd floo

Companion	All members present / Richea accompanies
Soma Link	Everyone, everyone 【200】
Skits	Kohaku's Hobby / Consult Kunzite / Consult Shing / Ines's Appetite

Enter between the 3rd moveme

Skit: A Wish Upon a Star

Talk to Korandarm and go to the Salvation System Gardenia Talking to Korandarm lets you go to Gardenia. Many subevents occur after arriving in Lavenzel, so if you're not in a hurry, you may want to complete those before heading to Gardenia.

To the Salvation System Gardenia, p.278

TOPICS Boss Victory Dialogue Collection 3

Streegau	Battle Victory	Fuhahahaha! Now! I'll pull it out!
Lonri Veronica	Battle Victory	...I can't stop... Nooo!!
Incarose	Battle Victory (VS Chalcedony Battle)	Hmph... If my proud "teamwork" can't be used, is this all there is...?
Jun'i Streegau	Battle Victory	Now, I'll add this to Komiya's collection!
Cloaseraph & Kurinocelaph	Battle Victory	Croa Seraph: Lifeform Reaction Vanished, serves you right! Kurinocelaph Confirming disappearance of enemy thoughts... Battle concluded
Incarnose-ILL	Battle Victory	I will come to your side immediately. Lord Creed...!
Gardenia Core Battle Victory		Kuahaha! The power of Gardenia, the power of the stars is flowing into me!
Creed Battle Victory		Ah... Flora, sorry to have kept you waiting. Now I will fulfill the two-thousand-year-long wish!

Shop, p. 398

Salvation System · Gardenia ▶P.279

MAP2

Observation Base Rapunzel

MAP1

4

161 162

160

1 3

S

W17

2

START

INN

7

When you reach an exit that allows travel to the Primordial World or the Crystal World, you can board the Rianheit to return to the Primordial World or the Crystal World. When returning to Gardenia, use the transfer ports located in each world.

To the field Crystal World ▶P.270

◀ ▶ of Obtained Items

Namcoin

■...Rift

Town Dungeon

Salvation System: Gardenia

To settle matters with Creed, Shing and the others storm the core of Gardenia. The final battle, in which the people stake their Spirias and their hope for the future, now begins.

Flowchart

Skit P.415 Sub-event P.300

START

Sub-event 161 162

Skits Before the Final Battle ~ Promise of the Future / Before the Final Battle ~ Vow of Smiles
The End of the Journey

1 Destroy the egg with Energy Blow

2 Move the boulder and drop it into the hollow

3 Move the boulder to destroy the egg

4 Move the boulder and drop it into the hollow

Enter MAP3

6 Obtain "Link Gem G" from the treasure chest

Install the "Link Gem G" into the device on MAP2

Solve GIMMICK 1 on MAP4 and proceed forward

Use an Energy Shot on MAP3 to burn the cocoon

Operate the direction-switching switch of the transfer device on MAP2

Solve GIMMICK2 on MAP5 and proceed forward

Use Energy Shot on MAP3 to burn

13 On MAP3, defeat Abendhall and Garworm BATTLE1

14 Go to MAP7

15 Proceed and defeat the Gardenia Core. After that, defeat Creed BATTLE2-3

After the ending, you can save clear data. When you resume from the clear data, you can choose to start a New Game+ or to restart honestly from the previous point with new elements such as hidden dungeons unlocked. For details, please see p.285.

Ending

Salvation System: Gardenia

Enemy data P.360

Despair Bouquet
HP 11500 Steel Body 5
Xie Xing S S S S S S

Galsupoa
HP 8200 Adjustment 0
Resistance Four

Despair Gladiolus
HP 10120 Armor 10
Resistance Four

Despair Geranium
HP 9800 Steel 10
Acidic: 4x4 mesh

Galtoritoma
HP 18000 鋼体 30
耐性

Gardaria
HP 13500 Armor 10
Patience Water

Garuansasu

HP 12250 Steel Body 15

Patience Mine Hikari-en

Despair Lily

HP 10950 Steel Body 15

[Resistance Four爽 Items Medicine

Garuworm ※

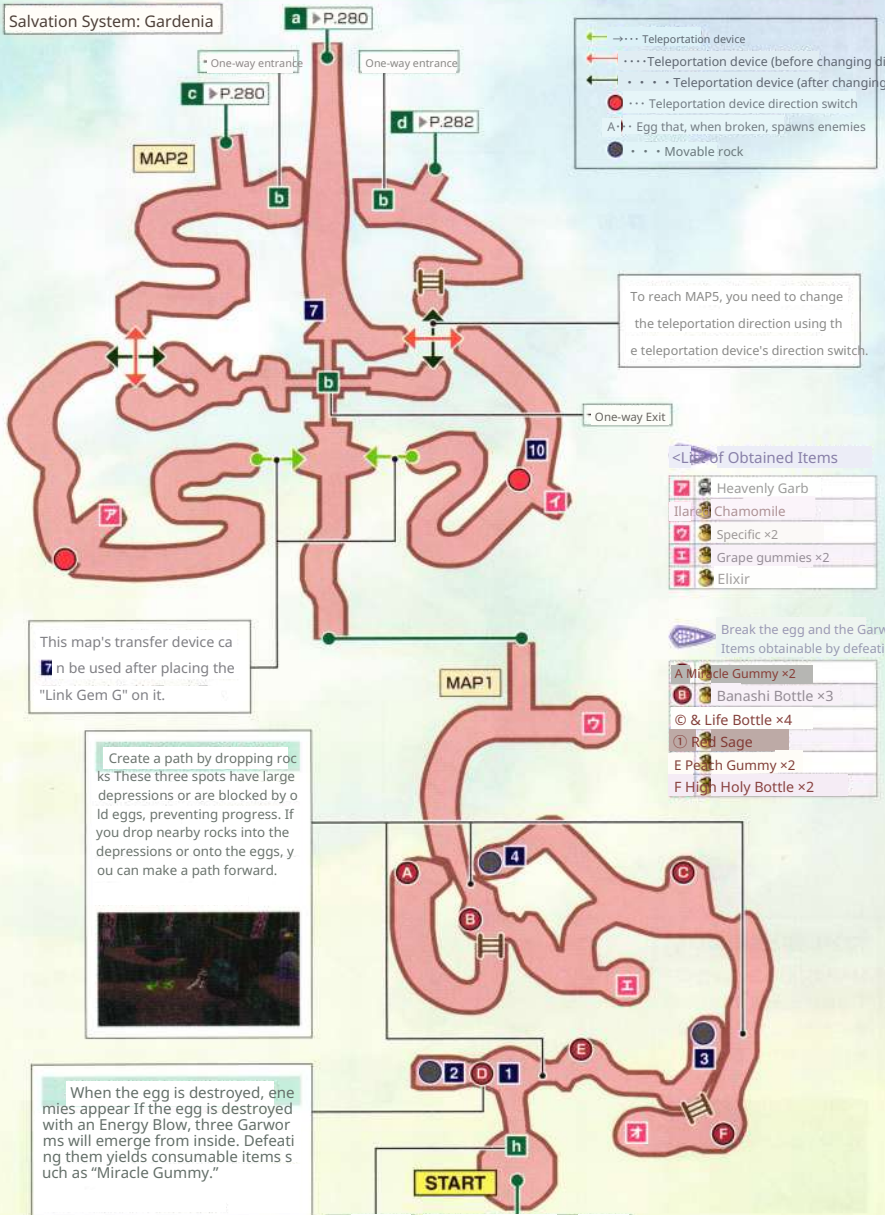
HP 9300 Steel Body 15

耐性 火 水 地 風 雷 光 闇

※ Appears only in the battle with the mechanism and Abent Hall.

Map

Salvation System: Gardenia



<List of Obtained Items>

ア	Heavenly Garb
Ilard	Chamomile
ウ	Specific ×2
エ	Grape gummies ×2
オ	Elixir

Break the egg and the Garworm

Items obtainable by defeating (enemies)

A	Miracle Gummy ×2
B	Banashi Bottle ×3
©	& Life Bottle ×4
①	Red Sage
E	Peach Gummy ×2
F	High Holy Bottle ×2

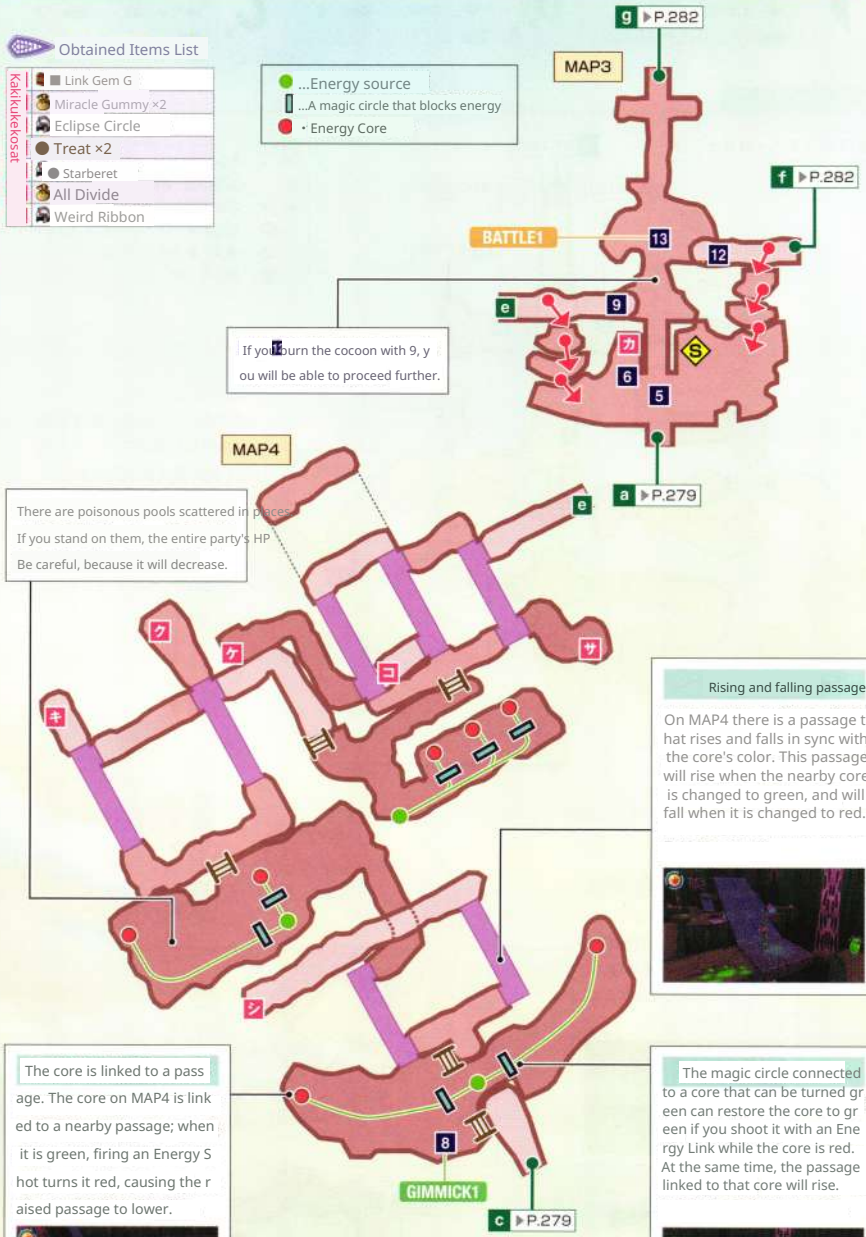
Create a path by dropping roc ks These three spots have large depressions or are blocked by o ld eggs, preventing progress. If you drop nearby rocks into the depressions or onto the eggs, y ou can make a path forward.

When the egg is destroyed, ene mies appear If the egg is destroyed with an Energy Blow, three Garwor ms will emerge from inside. Defeati ng them yields consumable items s uch as “Miracle Gummy.”

Obtained Items List

Kakikukekosat
- Link Gem G
- Miracle Gummy ×2
- Eclipse Circle
- Treat ×2
- Starberet
- All Divide
- Weird Ribbon

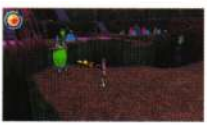
...Energy source
...A magic circle that blocks energy
・Energy Core



Rising and falling passage

On MAP4 there is a passage that rises and falls in sync with the core's color. This passage will rise when the nearby core is changed to green, and will fall when it is changed to red.

The core is linked to a passage. The core on MAP4 is linked to a nearby passage; when it is green, firing an Energy Shot turns it red, causing the raised passage to lower.



The magic circle connected to a core that can be turned green can restore the core to green if you shoot it with an Energy Link while the core is red. At the same time, the passage linked to that core will rise.

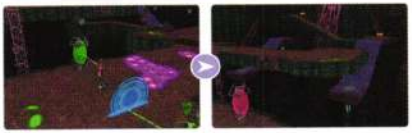
GIMMICK1 Move the passage up and down to create a path to MAP3

MAP4 has multiple layered platforms, and you can not proceed unless the vertically moving pathways are placed in the correct positions. Operate the energy cores linked to the pathways using Energy Shots or magic circles to move them into the correct positions.

The procedure for opening the chests in MAP4 while making your way to MAP3 is as follows. You must operate the energy cores and magic circles in the exact order, so proceed while carefully confirming the steps.

How to move the vertically moving pathways on MAP4

Shoot the magic circle to raise the pathway



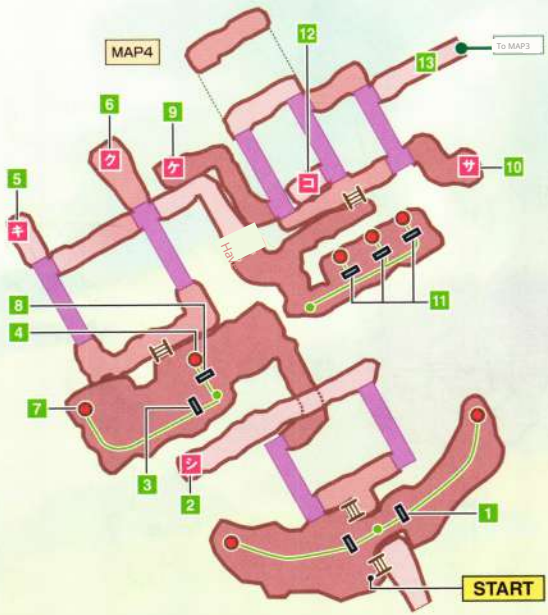
When the energy core is red, the pathway is lowered. If you shoot the magic circle with an Energy Link at this time, the pathway will rise.

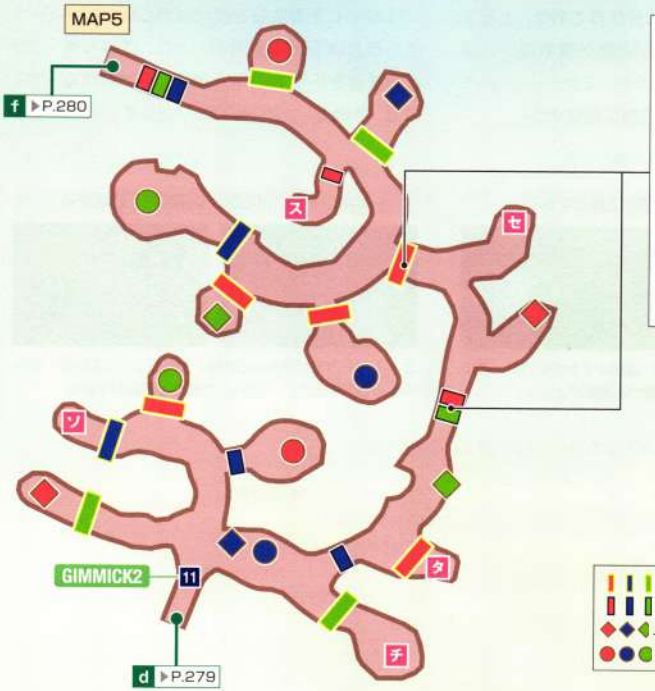
Shoot the energy core to lower the pathway

When the energy core is green, the pathway is raised. If you shoot the energy core with an Energy Shot, the pathway will lower.

Procedure to reach MAP3 while collecting all items

1. Shoot the magic circle with an Energy Link
2. Open the treasure chest
3. Shoot the magic circle with an Energy Link
4. Shoot the energy core with an Energy Shot
5. Open the treasure chest
6. Open the treasure chest
7. Shoot the energy core with an Energy Shot
8. Strike the magic circle with an Energy Link
9. Open the treasure chest
10. Open the treasure chest
11. Strike the three magic circles with an Energy Link
12. Open the treasure chest on the high ground
13. Go to MAP3

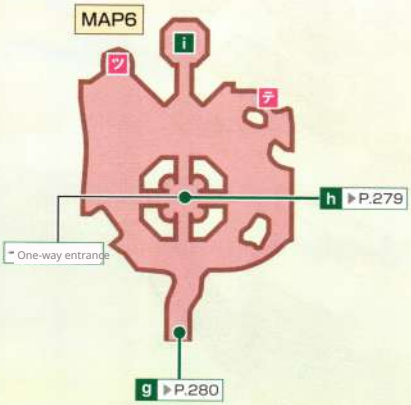




Operate moving floors and walls

Use the start switch and stop switch to move walls and floors up and down. To reach MAP 3, all floors must be in the raised position.

...Walls that move up and down
...Floors that move up and down
....Start switch (wall/floor rises)
...Stop switch (wall/floor lowers)



Obtained Items List

ヒ	Golden Helm
セ	Peach Gummy ×2
ソ	Prism Protector
タ	Amethyst
Mirac	Gummy ×2
ツ	Last Crusader
テ	Elixir

GIMMICK2: Move three-colored walls and floors up and down to create paths

On MAP 5 there are red, blue, and green walls and floors, along with corresponding activation and deactivation switches. Each switch can be operated using the matching energy: red with Energy Shot, blue with Energy Blow, and green with Energy Link. The walls and floors

When you activate the start switch it rises, and when you stop it with the stop switch it descends. The procedure for operating the switches when opening the treasure chest and proceeding to MAP3 is as follows.

How to operate the activation and deactivation switches

Use the activation switch to raise the walls and passageways

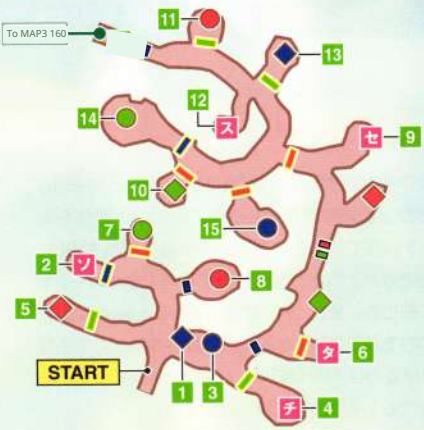
If you shoot the start switch with the Sorcerer's Ring to activate it, the wall and floor will rise. When a wall forms, some paths will become impassable.

Lower the wall and passage with the stop switch

When you activate the start switch, a stop switch appears. If you shoot this with the Sorcerer's Ring, the switch stops and the wall and floor descend.

Procedure to reach MAP3 while collecting all items

1. Activate the switch
2. Open the treasure ch
3. Stop the switch
4. Open the treasure c
5. Activate the switch
6. Open the treasure c
7. Stop the switch
8. Stop the switch
9. Open the treasure chest
10. Activate switch
11. Deactivate switch
12. Open the treasure chest
13. Activate switch
14. Deactivate switch
15. Deactivate switch
16. Go to MAP3



It is important to quickly cure petrification in BATTLE1

The behavior of the Abenthole and Garworm is almost the same as the Sandworm and Tinyworm fought earlier, but the Garworm differs in that it uses an attack that petrifies.

Because Garworms appear in large numbers and the risk of petrification is high, set your strategy so you can cure it with a "Stone Bottle" and equip "Stone Check". Note that Garworms will reappear even if defeated, so focus your attacks on the Abenthole.

Abenthole ▸P.366

HP 168500 Armor 80

Resistance Four Countries

Drop: Alexandrite [100%]

Steal - Stone

When the enemy bursts out from underground is your attack opportunity. Close the distance immediately and attack.

BATTLE2 Defeat the Garsphere to reduce skill damage

The Gardenia Core summons four Galspheres and then activates the "Sacrifice Core," which attacks while drawing in allies. It's a powerful attack, but the damage decreases according to the number of Galspheres, so set ally tactics to target weaker enemies and fight while reducing the number of Galspheres. Note that although Gardenia Core's attacks are powerful, its enraged attack has large motions, so even if you guard after seeing it, it is easy to succeed with a guard counter. Actively aim for it when engaging in close combat.

Gardenia Core ▶P.366

HP 183070 Steel Body 150

Resistances: Fire Fire Earth Wind Light Open

Drop —

Steal -

Galsphere ▶P.366

HP 7500 Steel body

Resistances: Instant Water Earth Wind Light Dark

Warning attack

Diablosis Reach

Extends tentacles from the ground. Its attack range is very wide, so it often damages the entire party. Heal immediately with something like "Nurse."

Eliminate Laser

Fires a wide-range laser to the front. When it begins charging power, guard. Note that it won't hit if you are in direct contact with the Gardenia Core.

BATTLE3 Powerful psychic arts are defended by Guard All

Creed frequently uses high-level psychic arts like "Blackout" and "Black Hole." While he is chanting, aggressively attack with moves that chip away at Steel Body to try to interrupt the chant, and if you cannot stop it, use Guard All before the skill activates to defend. Also, as his HP decreases he will begin using powerful dark-element techniques. All of these skills activate very quickly and are difficult to evade, so have at least one party member dedicate themselves to healing.

Creed ▶P.366

HP 235000 Steel Body 130

Resistances: Water, Earth, Holy

When resources are running low, using "All Divide" to halve the damage is also an option.

If hit squarely by an advanced psychic art, its power is so great it can easily cause instant death.

Dangerous Attacks

Dead Star

This secret artes engulfs nearby allies and deals massive damage. Increasing resistance to the Dark attribute will help reduce the damage received, even if only slightly.

Attractive Dark

It traps you in a vortex of Darkness and deals continuous damage. Because the attack comes from beneath your feet, move around freely to avoid it.

Post-clear Enjoyment

EXTRA CONTENTS

Here is a comprehensive introduction to the various new features unlocked upon reaching the ending. Unknown powerful foes and unexplored dungeons await you.

Save your clear data and set out on a new adventure

When you load data saved after the ending, you can choose whether to start a second playthrough or resume just before the Creed battle. If you choose to resume from just before, many elements will remain unlocked—new arena courses are added, new dungeons appear, and you can continue your adventure with these features already available. Details about the second playthrough's specifications are introduced below, so please refer to that.

If you restart from just before, you can begin a second loop from the statue in Seeburu Village. You can start a second loop from the village statue in Seeburu Village.

• Elements unlocked upon clearing

Soma Build can grow to its final stage.

Spirit parameters can be raised to level Max allowing you to learn powerful artes and skills. Prepare your characters well for battles against powerful foes that appear in the new post-clear dungeons.

An Extra Course is added to the Colosseum. P.319

The newly added Extra Course in the Colosseum features nostalgic characters. Each of these characters is far stronger than when you previously fought them, so be prepared.

You can challenge the Triverse Gate. ▶P.319

You will be able to enter a dungeon called the Triverse Gate, which features complex mechanisms and many powerful enemies. If you clear this dungeon and then defeat Creed, a change in the ending will occur.

Available for various players

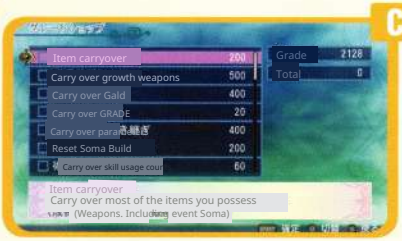
If you speak to the guiding rabbit that appears in Seeburu Village, players will be able to view skits, movies, and sounds they have seen or heard so far. Relive the memories of your adventure.

Carry over clear data and enjoy a second playthrough

At the start of the second playthrough you can use the Grade Shop to exchange the grades you've earned so far for items, gald, parameter boosts, and other carryover options. Check the Grade Shop contents listed on the next page and choose the items that suit your play style to carry over. In addition, second-playthrough–specific features include newly added difficulty levels and the occurrence of sub-events exclusive to the second playthrough.

Features of the second playthrough

- New difficulties "Mania" and "Unknown" are added
- By using the Grade Shop you can start with carried-over items or obtain bonuses
- Items viewable in the "Library" under "Records"—except for "Character Usage Count"—are automatically carried over
- Second-playthrough–exclusive sub-events are unlocked
- Various player services are available in Seeburu Vil



COLUMN 2

At the Grade Shop

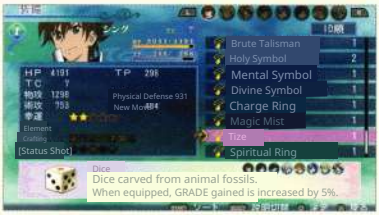
Prepare for your second playthrough!!

There are 29 types of items in total that can be carried over at the Grade S hop during New Game+ play. Carry over the items you prefer and play sub sequent runs with a fresh feeling.

Make good use of the Grade Shop

The Grade Shop includes items that require as m any as 3,000 grades to carry over, so it is difficult to carry over every item. Start with items that take a lo ng time to recreate, such as "GRADE carryover" and "Skill usage count carryover."

Prioritize carrying over the <original> items, then choose options such as "Carry Over Items" and " Carry Over Parameters" to make New Game+ pla y easier. When doing so, understand the followin g rules and make good use of Grade.



Equip the "Dice" and defeat weak enemies in numbers. ▼ Defeat enemies and earn Grade.

Rules for carrying over

- Used Grade will be returned the next time you use the Grad e Shop; in other words, the Grade you can use is (total Grad e accumulated so far + Grade earned in the current playthrough)
- Even if you carry over a growth weapon with "Carry Over Item s," its parameters will not be carried over unless you select "Carry Over Growth Weapons."
- If you increase item capacity and do not select the same option at the next clear, items exceeding the limit will disappear

Grade Shop List

Name	Explanation	Required Grade
Carry Over Items	Carry over most of the items you possess (including growth weapons and event-obtained Soma). ※	200
Carry Over Growth Weapons	Carry over the parameters of growth weapons	500
Carry Over Gald	Carry over the Gald you possess	400
Carry Over GRADE	Carry over the GRADE you possess	20
Carry Over Parameters	Inherit LV, parameters, arts, skills, Soma Build, and evolved Soma.	400
Reset Soma Build	Initialize the Soma Build while retaining the inherited LV and refund SBP equal to the LV amount.	200
Carry Over Art Usage Counts	Inherit the remaining usage counts of arts.	60
Carry Over Titles	Inherit titles.	100
Soma Link Transfer	Carry over the Soma Link	20
Operation Handover	Carry over the tactics you currently possess	20
Recipe transfer	Carry over possessed recipes	100
Carry over cooking level	Carry over cooking level	100
Carry over character usage counts	Carry over the number of times a character has been used in battle	20
Item carry limit 30	Increase the maximum number of items held to 30	100
Item carry limit 60	Increase the maximum number of items held to 60	300
Item carry limit 99	Increase the maximum number of items held to 99	1000
Experience gained 0.5x	Halve the experience points gained	200
Experience gained 2x	Double the experience points gained	400
Experience gained 5x	Quintuple the experience points gained	2000
Gald obtained 2x	Double the Gald obtained	400
GRADE obtained 2x	Double the GRADE obtained	200
Increase SPILL gauge rise	Increase the rate at which the SPILL gauge rises during battle	800
Increase item drop rate	Enemies are more likely to drop items	300
Increase rare item drop rate	Enemies are more likely to drop valuable items	500
Carry over Monster Encyclopedia	Carry over Monster Encyclopedia information	20
Fully unlock Monster Encyclopedia	Fully unlock all Monster Encyclopedia information	2500
Carry over Collector Encyclopedia	Carry over the Collector's Album information	20
Fully unlock Collector Encyclopedia	Unlock all information in the Collector's Compendium	2500
Unlock all Skit Players	Allows you to view all skits in the Skit Player (P.285)	3000

*Valuables required to progress the story cannot be carried over.

TALES OF HEARTS R
OFFICIAL COMPLETE GUIDE

SUB EVENT 4

Sub Event

Sub Event List

Sub Event List

Introduces the sub events that occur during the story. Clear conditions and rewards for some sub events are listed in the Pick-up Walkthrough (P.302).

How to Read the Sub-Event List

1 Number
The numbers assigned in this guide in the order the sub-events occur. Some sub-events have a limited time window for occurrence.

2 Sub-event Name
The name of the sub-event. For events that occur in sequence, a number is added after the name.

3 Timing
The period when the sub-event occurs. Notations such as "Chalcedony's Spillmaze" correspond to map names and flowchart numbers in this guide. Note that even within this period, a sub-event may not occur if a specific event is underway or certain conditions are not met.

Character
The main characters appearing in that sub-event. If a character marked with "○" is not in the party or not accompanying you, the sub-event may not occur.

5 Clear conditions
This explains the sequence of steps from triggering a sub-event to clearing it. Note that for some sub-events, detailed clear procedures are explained in the Pickup Walkthrough (p.302), and in such cases the clear procedures are omitted here.

6 Reward
Rewards obtained from sub-events. Note that for some sub-events, detailed rewards are listed in the Pickup Walkthrough (p.302), and in such cases the rewards are omitted here.

Sub Event List

No.	Sub-event Name	Timing	CHARACTER							
001	First Errand	From Seeble Forest 2 onwards	○							
002	Rumors of a Small Village	From the country of Seeble Forest Up to Sheeple Forest	○	○						
003	The Real Kohaku ①	From Seabrew Forest To the Hero's Tower Kinnaross	○	○	○					
004	Sheng and the Piglet ①	From Seabrew Forest To West Marquis Port	○							
005	The Girl on the Beach	From Riverside Town Kynoss START To West Marquis Port	○		○					
006	The Sleeping Princ	From Riverside Town Kynoss RO To West Marquis Port	○		○					
007	The Chatty Old Woman	After Lagos Stalactite Cave	○							
008	Yukuresu and Uran	After Lagos Stalactite Cave	○	○	○					
009	The Duck Boat's Departure	From Lagos Stalactite Cave to Santex Cathedral	○	○	○					

· Sub-event list by occurrence location (013, 068, 103 can occur with either Hensera or Sharlow)

Shiburu Forest	022 091
Quiet fishing village Shible	001 002 003 004 005 010 023 046 089 090 129 138
Riverside Town Kyunos	006 007 008 009 011 074 104 107
Hanzela, the Trading Town	012 013 014 015 016 017 018 019 020 034 068 075 098 103 139 144 150
Henzera Coast	079
Minami Benderōku Port	021 073 140
West Oldmine Port	032
Healing Village Goose	024 025 026 035 092 093 127 141 142 149
Goose Beach	027 028 080
Andeale Mine	029 094
Imperial Capital Estrega	033 059 114 115 116 117 118 119 124 167 168 169
South Old Mine Port	166
The lakeside city Shallow	013 036 037 038 039 060 068 095 103 126
Odette Water Gate	163
Entertainment city Euraio	030 040 041 042 043 044 045 048 049 050 051 054 055 056 057 069 070 076 077 099 100 102 108 109 122 123 170
Tower of Heroes King Cross	047
Beach Training Ground	031

East Old Mine Port	058
Dosmore Back Road	052 053 164
Sheherah Desert	061 062 063 120
Pranceur, the Holy City on the Bridge	064 065 081 082 083 084 121 125 145 165
Secret Base	066 078
West Marquis Port	067
Mist Village Reeve	071 072 088
North Marquis Port	085
Mount Ramei Breme	086
Branju, the Village Above the Clouds	087 096 097 101 110 145 151
Hidden Village Nokein	105 106 128 134 147 148
Max Castle	111 112 113 143
Kyah	130
Cave Inlet	131 132
Nameless Island	133
Mobile Crystal Castle Sanctum	135
Crystalline City Wandaridel	136 137 152 153 154 155 156 157 158 159
Observation Base Rapunzel	160 161 162

Clear conditions	Reward	No.
1. Talk to the old woman on Seabreeze MAP1 (p.142) and choose "Yes" 2. Talk to the old woman while carrying 2 Apple Gummies	Gald 500 Gald Item: Mixed Gummy	001
1. On Seabreeze MAP (p.142), talk to either the gossiping woman or the fond old woman	—	002
① Sheeple MAP 1 Talk to the woman on (p.142)	—	003
1. Talk to the Koputa on Seabreeze MAP1 (p.142)	—	004
1. On Seabrook MAP 1 (p.142), talk to the girl on the sandy beach	Item: Apple Gummy	005
① Kynos MAP 1 On (p.144), talk to the picture book girl and choose "Yes"	—	006
1. On Kynos MAP (p.144), talk to the chatty old woman and choose either "A secret story" or "100,000 Gald"	Gald If you choose 10 Gald (100,000 Gald)	007
1. On Kynos MAP (p.144), talk to Ucles and spell-link to Ucles 2. Talk with Uran 3. Talk with Ucles 4. Talk with Uran and spell-link to Uran	Item Lavender	008
1. On Kynos MAP (p.144), approach the Duck Port vendor 2. Talk with the delinquent middle-aged man and spell-link to the delinquent middle-aged man ③ Defeat 1 Echinacea and 3 Briars ⑥ Ride the duck boat to the west side of town, examine the glowing ground, and obtain the "Meteor Core" ⑤ Return to the duck boat shop and give the "Meteor Core" to the traveling merchant	Item Duck Ticket, Meteor Core (go pick it up)	009

• Continuation of the sub-event list

No.	Sub-event Name	Timing	CHARACTER							
010	The old man of Sheeple Village	After Lagos Stalactite Cave	○		○					
011	What do you see when you look through the telescope?	From Lagos Stalactite Cave To the Hero's Tower Kingcross	○	○	○					
012	The Mysterious Painting Girl	Occurring while in the trading town Henzera START ※Will no longer occur after advancing to Henzera Ro in the trading town	○		○					
013	Church Confessional Room ①	From the trading town Henzera START to Santex Cathedral 5	○	○	○	○	○	○		○
014	O Man Elixir	From Henzera Trading Town START Onward								
015	Badge Lady	From Henzera Trading Town START Onward								
016	Information on Be	From Henzera Trading Town To Henzera Trading Town								
017	The Corrupt Merchants' Remorse	From Henzera Trading Town Ro To Odette Watergate								
018	Bodyguard - Hisui	From Shivering Mountain Grim To West Marquis Port	○		○					○
019	The Caravan's Troubles	From Shivering Mountain Grim To Santex Cathedral 5	○	○	○	○				○
020	Irritated Housewife	After Trembling Mountain Grimm	○		○					
021	Hide-and-Seek Girl ①	After South Benderock Port START	○		○	○				
022	Soma's Words Again	From South Benderock Port to West Marquis Port	○	○						
023	Visiting Grandpa Ji's Grave	After South Benderock Port 2	○	○	○	○				○
024	Sasha's Hidden Feelings	From Healing Village Gooseuro to Santex Cathedral 3	○		○					○
025	Peeping Boy	After Healing Village Goose	○		○					
026	A Important Forg	After Healing Village Goose	○	○	○	○				○
027	Friendly Otaota	After Healing Village Goose	○		○					○
028	Rock-Paper-Scissors Master	After Healing Village Goose								○
029	Poison Countermeasures	After Ander Mine START								
030	Steel Body ①	After Ander Mine								
031	Training!	After Ander Mine				○				
032	Captain Sango's Secret	After Imperial Capital Estregaa START	○		○	○				
033	Gannet's Request	From Imperial Capital Estregaa To the Hero's Tower Kingcross				○	○			
034	Chen Trading Company's Request	After the Imperial Capital Estrega	○			○	○			○
035	Man's Saga ①	From the Imperial Capital Estrega To North Marquis Port	○	○	○	○	○			
036	The Lost Golden Bell ①	After the Lake City Sharlow START	○				○			
037	Sharlow Painting Contest	From the Odette Watergate Up to Santex Cathedral 5	○	○	○	○	○			○

Clear conditions	Reward	No.
① Talk with the neighbor uncle on Seabill MAP (p.142)	Item: Mixed Gummy	010
① With "038 'Eukres and Uran'" cleared, talk to Eukres on Kynos MAP 1 (p.144) and choose "Yes"	—	011
① Henzera MAP 1 Talk with ??? (Beryl) on (p.153)	—	012
See p.302 for detailed clear procedure	—	013
See P302 for detailed clear procedure	See p.302 for detailed rewards	014
See p.303 for detailed clear procedure	See p.303 for detailed rewards	015
① Talk with the old informant on Henzera MAP 1 (p.153) and choose "I want to know"	—	016
① Henzera MAP 1 Approach the two men lying in the plaza on (p.153)	—	017
1. Talk to the warehouse keeper at Henzera MAP1 (p.153) and select "Yes"	Title: "Galad: The Watcher" Soma Link Shing⇔Hisui [40] Gald 2000	018
1. Talk to the two men near the bookstore at Henzera MAP (p.153) and select "Yes" 2. Go to the plaza south of the save point at Twilight Forest MAP4 (p.151) 3. Defeat 3 Pryum and 2 Arm, then defeat 3 Officiers, 3 Macchia, and 4 Tortue	Gald Gald 1800	019
1. Select the option (P.153) Talk to the irritated housewife and choose one of the options at Henzera MAP	Items Saffron	020
1. Talk to the warehouse keeper at South Penderock Port MAP1 (p.159) and select "Yes" 2. Examine the moving wooden box in the warehouse	Gald Gald 600	021
1. Approach the shrine in Sheeple Forest MAP3 (p.141)	—	022
1. Seabrew MAP 1 (P.142) Approach Zex's grave	Soma Link Shing⇔Kohaku [30] Shing⇔Hisui [30]	023
① Talk with Sasha at Goose MAP 1 (p.161)	Item Egg Attachment Goose Flower	024
① Talk with the Peeping Boy at Goose MAP (p.161) ② Talk with the Peeping Boy in front of the bridge ③ Talk with the Peeping Boy on the west side, then Soul Link (Spill Link) with the Peeping Boy	[Soma Link] Shing⇔Hisui [20]	025
① Stay at the inn on Goose MAP (p.161)	Costume Galad "Pajamas" Beryl "No Hat"	026
① Defeat 5 Wolves at Goose Beach (p.310)	Attachment OtaOta	027
1. At Goose Beach (P.310), talk to the Rock-Paper-Scissors Master and win at rock-paper-scissors	(First time only) Title Galad "Rock-Paper-Scissors Master" From the second time Apple Gummy	028
1. In Andel Mine MAP1 (P.163), talk to the adventurer	Item Poison Bottle	029
① At Yuraio MAP2 (P.179), hit the Macho Man with an Energy Shot	—	030
Enter the practitioner's training ground (p. 310)	Costume | Beryl "Youth! Athletic Girl"	031
① Talk to the young sailor at West Old Mine Port MAP1 (P.159)	Item Sage	032
① Talk to Gannett at Estrega MAP2 (P.167) ② Go to Andear Mine Tunnel MAP3 (P.164) ③ Talk to Gannett at Estrega MAP2	Seam Link Beryl Ines [30] Gald 100 gald	033
① Talk to the Chen Trading Company clerk at Henzera MAP (P.153) (If you already have the Eon Stalactite, you can clear at this point) ② Obtain the "Eon Stalactite" at Lagos Cavern MAP1 (P.146) ③ Talk with the Chen Company clerk on Penzera MAP 1	Gald 1000 gald ① At location ① Lions hundred million-year stone ⇔ Beryl [80] Shing ⇔ Ines [50] Beryl Ines [30] If you did not have the Soma	
① Enter the hot spring (men's bath) on Goose MAP (P.161)	—	035
① Talk with the old man on Sharlow MAP 1 (P.171)	—	036
① Proceed across the suspension bridge on Sharlow MAP 1 (P.171)	Soma Link Kohaku Beryl [30]	037

<Continuation of the Sub-event List

No.	Sub-event Name	Timing	CHARACTER							
038	In Search of the "Forbidden History Book"	After Odette Watergate	○				○			
039	Loves Maids	After Odette Watergate	○		○		○			○
040	Ferris Wheel Memory 1	From Entertainment City Yuriuo START to West Marquis Port Nation	○			○	○			○
041	Cup of Coffee Memory 1	After Entertainment City Ulaio START	○			○	○			○
042	Ulaio Theater ①	From Entertainment City Ulaio STA RT to Entertainment City Ulaio								
043	Old Man & Bunny	After Entertainment City Ulaio START								○
044	Ames' Parallel	After Entertainment City Ulaio								
045	What Is a True Hero!	From Hero's Tower King Cross Onward								
046	The Real Kohaku ②	From Hero's Tower King Cross To Santex Cathedral 5	○	○	○					
047	Good Work	From Hero's Tower King Cross Onward								
048	Ferris Wheel Memories ②	From Hero's Tower King Cross To Santex Cathedral	○	○	○					
049	Memories of the Coffee Cup ②>	From Hero's Tower King Cross To Santex Cathedral	○	○	○					
050	Hide-and-Seek Girl ②	After Hero's Tower King Cross	○		○	○				
051	Turaios Theatre ②	Between Hero's Tower King Cross (Will no longer occur once you proceed to Hero's Tower King Cross)								
052	Liet's Disguise	During DOZEMORE Backstreet START (Will no longer occur once you proceed to DOZEMORE Backstreet)	○		○	○				○
053	Paralysis Cure	After DOZEMORE Backstreet START								
054	Memories of the Ferris Wheel ③	After the Dowsmore Back Road Route	○					○		
055	Memories of the Teacups ②'	After the Dowsmore Back Road	○					○		
056	Steel Body ②	After the Dowsmore Back Road								
057	Euryo Theater ③	After the Dowsmore Back Road Route	○		○					
058	Research Material "Monster Claw"	After the Dowsmore Back Road								
059	To the Church!	From Dozmore Back Road From the Chalcedony Subirmas to								
060	Guardian Female Crystal Knight ①	from the Imperial Capital Underground Sewers (1) to Santex Cathedral	○	○			○			
061	Petrification Countermeasure	After Sheherah Desert START								
062	Q , an Oasis!	From the Sheherah Desert To Mobile Crystal City Sandrain (2)	○	○	○	○	○	○	.	○
063	Treasure Hidden in the Sand	After Sheherah Desert	○							
064	Shinpuransūru	From Upper Holy Capital Pransur to Santex Grand Cathedral		○		○				
065	The Price of Vengeance	From the entrance of Santex Grand Cathedral to Santex Grand Cathedral	○	○	○		○			
066	Secret Base ①	After Santex Grand Cathedral								

Clear conditions	Reward	No.
1. In Sharlow MAP2 (p.171), examine the bookshelf at the bookshop. 2. Approach the bookshop after having read the eight books on the bookshop's bookshelf.	—	038
1. In Sharlow MAP2 (p.171), talk with Alec and Spelllink to Alec.	Armor: Headdress	039
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	040
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	041
1. In Euraio MAP1 (p.178), talk with the older brother and choose "Yes."	—	042
1. In Euraio MAP (p.178), make Galard the party leader and talk with the Bunny Girl. 2. Equip "Rabbit Ears" on Galard, who is the party leader, and talk with the Bunny Girl.	Attachment: Rabbit Ears Title: Galado "The Man Who Suits Bunny Ears"	043
1. Examine the rose lying on the floor in Yuraio MAP2 (p.179)	Attachment: Rose Hair Ornament	044
1. In Yuraio MAP2 (p.179), talk to the elderly craftsman and choose the following options in order: "Yes" → "That tower is too tall!" → "Because he built the tower?" → "The craftsman who built the tower?" → "Viva! Item: Chamomile Craftsman!!" then choose either "The next tower to build?" or "What on earth is that...?"		045
1. In Seaburu MAP1 (p.142), talk to the aunt	Items: Smoked Squid Title: Kohaku: "Squid Lover"	046
1. In Kingcross MAP5 (p.184), talk to the young craftsman and choose "Yes"	Item: Talisman	047
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	048
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	049
1. With "021 Hide-and-Seek Girl ①" cleared, talk to the maid in Yuraio MAP1 (p.178) and choose "Yes" ② Investigate the bath in the Sweet Room	Gald 2000 Gald	050
① In Yuraio MAP2 (P.179), talk with the older brother and choose "Look around"	—	051
① In Dozmor Backroad MAP1 (P.191), talk with Cindy	Attachment: Glasses	052
① In Dozmor Backroad MAP1 (P.191), talk with the traveling merchant	Item: Paralysis Bottle	053
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	054
Refer to P.304 for detailed clear procedures	See p.304 for detailed rewards.	055
① In Yuraio MAP2 (P.179), use the Energy Plow on the Machoman	—	056
① In Yuraio MAP1 (P.178), talk with the older brother ②Approach the library located at Shallow MAP2 (p.171) and obtain the "Fairy Tale Collection" ③Talk with the older brother at Eurio MAP1	Item: Fairy Tale Collection Gald: 3000 Gald	057
①While possessing 10 or more "Beast Claws", talk to the merchant at East Old Mine Port MAP1 (p.185) and choose "Yes"	Item: Nam Coin	058
①Go to the area in front of the church at Estrega MAP8 (p.169)	—	059
①At Shallow MAP2 (p.171), speak with the Female Crystal Knight and Spirit Link with her	Accessory: Resist Ring	060
①Talk with the traveling merchant at Sheherah Desert MAP1 (p.201)	Item: Stone Bottle	061
1. Investigate the spring on Scheherazade Desert MAP6 (p.203) and choose "Take a bath."	Soma Link Kohaku⇔Beryl [30], Kohaku⇔Ines [30], Beryl⇔Ines [30]	062
See page 305 for detailed clear procedure	Accessory: Stone Check	063
① Pranceur MAP2 上層 (P.205) Go to the aerial corridor above the South Gate	—	064
① Approach the man lying down on Pranceur MAP2 lower level (P.205)	—	065
① Enter the secret base (P.310) and be kicked out ② Enter the secret base ③ Enter the secret base while carrying 10 "Monster Feathers"	防具・頭: Cat Headband (taken from a treasure chest)	066

Continuation of the subevent list

No.	Sub-event Name	Timing	CHARACTER							
067	Master of Stone-Taking	From West Marquis Port START onward				○				
068	Church Confession	From West Marquis Port 6 onward	○	○	○	○	○	○	○	○
069	Ferris Wheel Memories ①	From West Marquis Port day onward	○						○	
070	Coffee Cup Memories ④	From West Marquis Port onward	○						○	
071	Artistic Mask	From Zirkonia's Spellmaze 2 onward				○				
072	Legendary Beast "Mist"	From Zirconia's Subir Maze 2 onward	○							
073	The Duck Boat Adventure	After South Old Mine Port START	○	○	○	○	○	○	○	○
074	Sleeping Beauty Story	After South Old Mine Port			○					
075	The True Identity of Secretary Ekail	After South Old Mine Port	○	○	○	○				○
076	Ferris Wheel Memories ②	After South Old Mine Port	○	○			○			○
077	Tea Cup Memories ⑤	After South Old Mine Port	○	○	○					
078	Secret Base ②	After South Old Mine Port	○							
079	The Unopenable Trunk	After South Old Mine Port	○				○			○
080	Treasure Chest	After South Old Mine Port	○	○						
081	Vendetta Grandpa ①	From Imperial Capital Under ground Sewers (2) to Hidden Village Norkin (2)	○	○	○					
082	Ash the Orphan	From Imperial Capital Underground Sewers (2) To Mobile Crystal Castle Sanction (2)		○		○				
083	The Quick-Eared Old Woman	After Imperial Capital Underground Sewers (2)	○		○					
084	Fountain of Pransule	Imperial Capital Underground Sewers (2) To Bamel Crater	○	○	○	○	○	○	○	○
085	Rapid-Press Master	North Marquis Port START onward	○							
086	Weakness Cure	North Marquis Port 2 onward								
087	Ricia washes the dishes	From Cloudtop Village Blange START To Cloudtop Village Blange								
088	The One That Was Passed Down ~ Shing and Tecta	After Spilmaze of Sinhara's Painting	○	○	○	○	○	○	○	○
089	True Kohaku ③	After Spilmaze of Sinhara's Painting	○	○	○			○		
090	Shing and Young Tecta ②	After Spilmaze of Sinhara's Painting	○	○	○	○	○	○	○	○
091	The Soma Shrine Again ②	From Sinhara's picture to the Spellmaze	○	○	○	○	○	○	○	○
092	Men's Saga ②	From Sinhara's picture to the Spellmaze	○	○	○	○	○	○	○	○
093	Mountain of Fluele	From Sinhara's picture to the Spellmaze To Max Castle	○	○	○	○	○			○

Clear conditions	Reward	No.
①Talk to the Stone-Collecting Master at West Marquis Port MAP1 (p.213) and win the Stone-Collecting Game (first time) title.	Beryl "Stone-Collecting Master" (From the second time onward) Item: Orange Gummy	067
See p.302 for detailed clear procedure	—	068
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	069
See p.304 for detailed clear procedures.	See p.304 for detailed rewards	070
① Approach the mask hanging in the inn on Rape MAP 1 (p.225) ② Talk to the tavern master and choose "Ready!" ③ After completing step ②, talk to the tavern master and choose "Ready!" ④ After completing step ③, talk to the tavern master and choose "Ready!" ⑥ After leaving the inn once, re-enter the inn and talk to the tavern master	Attachment: Mask of Battle, Mask of Joy, Mask of Doubt Armor Bone Mask Beryl "Headwear Collector"	071
① On Rape MAP (p.225) talk to Karin near the item shop and choose "Know Choose in the order "I want to!" then "Let's go!" ② Lepe Forest (p.310): Proceed to the back, choose "What was stolen?" → "Did you see Karin?" in that order ③ Talk with Karin	To Reeve Village: Item - Mist Fox Tail	072
For detailed clear steps, see p.306	Item: Phoenix Flame Tail	073
① In Kynos map (p.144), talk with the picture book girl	Item: Beach Gummi	074
① Go to the front of Chendain's manor on Henzera MAP1 (p.153) ② Approach Armes on Euraios MAP2 (p.179) ③ Use a Spill Link on Ekaiyu at Henzera MAP1	Item Mystic insect antennae. Elixir	075
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	076
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	077
1) Defeat 3 Scare Gladiolus at the Secret Base (p. 310)	Item: Nam Coin	078
1) Investigate the trunk at Henzera Coast MAP1 (p. 223)	Costume Ines "Special Forces Outfit" Attachment: Special Forces Soldier's Mask	079
1) Investigate the treasure chest at Goose Beach (p. 310)	Attachment: News Spot-kun	080
1) On Pransour MAP6 (p. 206), talk with ??? (Vengeful Old Man), then Soul Link (Spillink) to ??? (Vengeful Old Man)	Title: Shing "Keeper of Promises" Soma Ring: Shing⇔Kohaku [70], Shing⇔Hisui [70], Kohaku⇔Hisui [70]	081
1) On Pransour MAP6 (p. 206), with Beryl set as the party leader, talk with the Sister and choose "Yes"	Soma Link — Kohaku, Beryl [40]	082
1) In Pransoul MAP2 (Lower Level) (P.205), talk to the girl on the second floor of the entrance plaza 2) Talk to the old woman and perform a Spill Link with her	Item Letter from the girl; Namcoin	083
1) In Pransoul MAP4 (P.206), examine the fountain	—	084
1) In North Marquis Port MAP1 (P.235), talk to the Rapid-Press Master and win the rapid-press game	(First time) Shing — "Rapid-Press Master" From the second time onward: Item — Mix Gummy	085
1) In Thunderclap Mountain Brema MAP1 (P.235), talk to the adventurer in the mountain hut	Weak Bottle	086
1) In Blanj MAP1 (P.239), talk to Litia	—	087
1. Talk to Tecta on Rape MAP1 (p.225) ② After leaving the house once, enter the clinic again and talk with Tecta ③ Go to Zirkonia's house and enter Tecta's Spilmace ⑥ Defeat 3 Scarebouquets	Soma Shing "Tecta's Staff" Title: Shing "Legend Bearer" ・Skill: Shing "Thought Blade Kong Wave"	088
① Head toward Shing's house on the Seeblur MAP (p.142), and trigger "True Kohaku ②" (046), defeat 1 Topaz Marindoria accessory (089 x1)	If not obtained yet, that reward will be additionally acquired)	
① On Seepul MAP1 (p.142) talk with the piglet	Accessory: Sardonyx	090
①Approach the shrine at Seabrook Forest MAP 3 (p.141)	Soul Link Shing Everyone 【50】 Beryl Everyone 【50】, Garad Everyone 【50】	091
①With 035 Men's Saga ① cleared, enter the hot spring at Goose MAP 1 (p.161): (men's bath)	Soul Link Kohaku Beryl 【30】, Kohaku Ines 【30】, Beryl⇔Ines [70]	092
①Proceed straight on Goose MAP (p.161)	Soul Link Shing Kohaku 【20】	093

Continuation of the subevent list

No.	Sub-event Name	Timing	CHARACTER							
094	Wall Painting of the Ander	From Sinhara's picture to the Spellmaze	○	○	○	○	○	○	○	○
095	Miss Sumisona's Picture	From Sinhara's picture to the Spellmaze		○		○	○			
096	Arago and Beryl	From Sinhara's picture to the Spellmaze				○	○			
097	Let's Shear the Cloud Sheep Beruru!	After Spilmaze of Sinhara's Painting	○	○		○		○		
098	The Woman Who Became a Grandm	After Spilmaze of Sinhara's Painting	○	○						
099	Ferris Wheel Memories ⑥	After Spilmaze of Sinhara's Painting	○					○		
100	Cup-and-Saucer Ride Memories ⑥	From Sinhara's picture to the Spellmaze	○					○		
101	Kunzite's.....	After Spilmaze of Sinhara's Painting	○		○	○		○		
102	Ulaio Theater ④	From Sinhala's Picture Subirmays■ Onward	○	○	○	○	○	○	○	○
103	With Kuro	After Spilmaze of Sinhara's Painting	○	○	○	○	○	○	○	○
104	Duck Boat, To the Open Sea	From Sinhara's picture to the Spellmaze		○	○			○		
105	Kohaku's Room Secret ①	Hidden Village Norkuin (1) From	○	○						○
106	Ultimate Steel ①	Hidden Village Norkuin (2) From Here On	○	○	○	○	○	○	○	○
107	What Do You See Through	Hidden Village Norkin (2) From Here On	○							
108	Ferris Wheel Memories ⑦	Hidden Village Norkin (2) From Here On	○		○					
109	Steel Body ③	Hidden Village Noquin (2) From 2 Onward								
110	The Secret Ingre	Hidden Village Noquin (2) From 2 Onward	○	○	○	○	○	○	○	○
111	Seal Counterm	After Max Castle START								
112	In Search of the "Forbidden History	After Max Castle	○				○			
113	Female Crystal Knight Escort ②	After Max Castle								
114	Ann and Kunchite	After Max Castle Day	○					○		
115	Research Material "Shard of the Black Mo	After Max Castle								
116	Mysterious Poster ①	After Max Castle				○				
117	General Groschler Speaks	After Max Castle	○		○	○		○		○
118	Hide-and-Seek Girl ③	After Max Castle	○	○	○	○	○	○	○	
119	The Wedding of the Opu Couple	After Max Castle	○	○	○	○	○	○	○	○
120	The Treasure of the Righteous Thief Aifreed	After Max Castle	○	○	○				○	○

Clear conditions	Reward	No.
1. Go to the mural in Andeal Mine MAP3 (p.164) 2. Defeat 3 Killer Goyles	Soma Link All All 【100】 Accessory: Amulet ×1 (examine the glowing spot)	094
1. Enter Sumisona's atelier in Shallow MAP2 (p.171)	Soma Link Kohaku⇔Beryl 【30】	095
1. Climb the ladder at the mountain summit in Blanch MAP3 (p.239) 2. Soul-link to Arago	Title | Beryl "Number One Disciple"	096
① Approach Beryl's house in Blanch MAP (p.239) ② Go to MAP2 ③ Spirit-link with Beryl on MAP3	Soma Link Shing⇔Beryl [70], Kohaku⇔Beryl [40], Beryl⇔Kunzite [40]	097
① In Henzera MAP1 (P.153), talk with the aunt	Soma Link Kohaku Jade [1201	098
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	099
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	100
① Blange MAP 1 Go to the area near the picture at (P.239) ② Inspect the hat in Beryl's room	Costume Kunzite "without helmet"	101
① With 057 "Euraio Theater ③" cleared, on Euraio MAP1 (P.178) talk with the older brother and choose "Help"	Costume Kohaku "Kohaku hood" Title | Chalcedony "Man of No Presence" Soma Link All Members All Members [30]	102
① After hearing all characters' confessions in 068 "Church Confessional ②", enter the church confessional in Henzera (P.152) or Sharlow (P.170)	Attachment Kuro	103
① With the story of the delinquent middle-aged man heard in 073 "Duck Boat Adventure", ride the duck boat on Kynos MAP1 (P.144) and proceed south	—	104
① Enter Kohaku's room on Norkin MAP2 (P.247)	—	105
For detailed clear procedures, see P.306	See page 306 for detailed rewards	106
① Approach the astronomer's house located on Kynos MAP1 (P.144) while having cleared "008 'Yukles and Uran'" ② Enter the astronomer's house	Recipe | Cream Stew Recipe	107
See p.304 for detailed clear procedures.	See page 304 for detailed rewards	108
1. Use Energy Link on the Machoman in Yuraio MAP2 (p.179)	Accessory: Brute Talisman	109
1. Talk to Helio in Blange MAP1 (p.239)	Recipe: Peach Pie Recipe	110
① Max Castle MAP 1 Talk to the Imperial Soldier at (p.257)	Item: Seal Bottle	111
With "038 'Forbidden History Book' Quest ①" completed, go to Max Castle Search the right-side bookshelf in MAP7 (p.258) to obtain the "Forbidden History Book"	Item: Forbidden History Book	112
① Max MAP 1 Talk to the Female Crystalline Knight near the throne at (p.257)	—	113
① Talk with Ann and the others on Estrega MAP2 (p.167), and Spirit Link with Ann	[Accessory: Ann's Scarf] Title | Kunzite "Ashura of the Battlefield" Soma Link Shing⇔Kunzite [30]	114
① While holding 10 or more "Black Moon Shards", talk to the Crystal Knight in the study located on Estorega MAP 10 (p.169) and choose "Yes"	[Item Namcoin]	115
① On Estorega MAP 7 (p.168), examine the poster in the Imperial Army Headquarters' prison	Accessory: Crest of the Sinner	116
① Estrega MAP 6 (P.168) Go to the Imperial Army Headquarters ② Spelllink to Groshler ③ Choose "Axe" from the options	Accessory: Knight's Emblem Title "Galad 'Companion' "	117
① With 050 "Hide-and-Seek Girl ②" cleared, talk to the man on Estorega MAP 3 (p.167) and choose "Yes" ② Defeat 3 Lonely Pookes	Item: Nam Coin	118
① With 4 "Ann and Kunchait" cleared, go to the church on Estorega MAP 8 (p.169) ② Go to the study ③ Soma link to Arcam, Lonely Campanula ×2, Lonely Pry Soma link All members All members [70] Defeat Ax2	Title Hisui "The Little Companion"	119
See p.307 for detailed clear steps	See p.307 for detailed rewards	120

No.	Sub-event Name	Timing	CHARACTER							
121	Vendetta Grandpa ②	After Max Castle								
122	Ferris Wheel Memories ⑧	From Max Castle To Vamel Volcano	○						○	
123	Cup-a-Tea Memories ⑦	From Max Castle To Vamel Volcano							○	
124	A Late Present	After Max Castle Day							○	
125	Joining the Crystal Knights!?	After Max Castle	○	○	○	○	○	○	○	○
126	In Search of the "Forbidden History"	After Max Castle	○				○			
127	Hot-Spring Steam Romance	After Mel Volcano	○	○	○	○	○	○	○	○
128	Village Chief Sheila's Silence	After Mel Volcano		○	○					○
129	Grandpa's Recipe	After Bamel Volcano	○							
130	Cat Paradise	After Mel Volcano	○	○	○			○		
131	Full-Force Pit	After Mel Volcano	○	○	○	○	○	○	○	○
132	Give Exploration	After Mel Volcano								
133	Distortion of the World	After Mel Volcano	○		○	○				○
134	Ultimate Pot ②	After Mer Volcano Crater	○	○	○	○	○	○	○	○
135	Tormented Korandarm	Mobile Crystal Castle Sandrion (2) from START to Mobile Crystal Castle Sandrion (2)						○		
136	Memory of the Guard	After the Crystal World								
137	The Robot's End	After the Crystal World						○		
138	Wooden Sword of Memories	After Observation Base Rapunzel START	○							
139	Lapis Awakens	After Observation Base Rapunzel START	○	○	○	○	○	○	○	○
140	Alden Adult's Past	After Observation Base Rapunzel START	○	○	○	○	○		○	○
141	Route of Ambition	After Observation Base Rapunzel START	○	○	○	○	○	○	○	○
142	Man's Saga ③	After Observation Base Rapunzel START	○	○	○	○	○	○		
143	Lapiria at One's Side	After Observation Base Rapunzel START	○	○	○		○	○	○	○
144	The Lost Golden Bell ②	After Observation Base Rapunzel START	○			○	○			
145	Principle of the Air	After Observation Base Rapunzel START	○	○		○				
146	Sion's Determination	After Observation Base Rapunzel START	○		○				○	

Clear conditions	Reward	No.
① 081 With "Revenge Grandpa ①" cleared, Pransoul MAP 6 Talk to the revenge-seeking old man on (P.206)	—	121
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	122
See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	123
With Scenario 19 cleared ("The Opu Couple's Wedding"), examine the box on Arcam's desk in the office on Estorega MAP10 (p.169).	Costume | Chalcedony "Noble Boy"	124
1. Approach the Santex Cathedral located in Pransule MAP 7 (p.206)	Costume | Shing Hisui "Crystal Knight"	125
1. While in possession of the "Forbidden History Book", speak with the bookstore on Shallow MAP2 (p.171).	Items Namco Coin Titles Ines "Legendary President!?" Soma Link: Shing Ines [20]	126
① Goose MAP | Enter the hot spring on (P.161)	—	127
1. Talk to Sheela at Norquin MAP2 (p.247) and spill link to Sheela	Recipe | Mapo Curry recipe Soma Link Kohaku⇔Hisui [180]	128
1. Seabrew MAP 1 Enter Shing's house (p.142)	Recipe: Active Ta's Kakuni recipe	129
1. Enter Cat Island (p.310) 2. After going outside once, enter Cat Island again and talk to Nekomoeiru 3. Equip Hisui with the cat ears, make her the party leader, and talk to Nekomoeiru	Soma Twin Nyanko Attachment: Cat Ears	130
1. Enter Cave Inlet (p.310)	Costume All swimsuit-type outfits for all characters (p.385) can be o	131
See p.307 for detailed clear steps	See p.307 for detailed rewards	132
1. Enter Nameless Island (p.310) and defeat 1 Ramolroa and 1 Ramolrazor	Soma Garad "Destiny"	133
For detailed clear steps, see p.306	See P.306 for detailed rewards	134
① Talk with Korandam on Sandrion MAP2 (P.267)	—	135
① Examine the Thought Analysis Device on Wandaridel MAP2 (P.271)	—	136
① Examine Junk Mountain on Wandaridel MAP4 (P.271)	Soma Link: Hisui Beryl [140], Hisui⇔Kunzite [90] Beryl Kunzite [140]	137
① Sheeple MAP 1 Enter Shing's house (p.142)	Soma "Shing 'Sword of Beginning'" Arts / Technique "Shing 'Demonic God Sword'"	138
① Approach the proprietress standing in front of the inn on Henzerah MAP1 (P.153) ② Talk with the tool shop ③ Talk with Sango at South Penderock Port MAP1 (p.159) ④ Talk with the landlady at the inn in Henzera MAP1 (p.153)	Items Tricolor Pizza Ingredients Accessories Aquamarine ×1 Titles Ines "Beginner Mama" Recipes Three-color Pizza Recipe Somalink Ines Everyone [80]	139
① After clearing 147 "Kohaku's Room Secret ②", examine the stuffed toy in Kohaku's room to obtain the DX Doll With the DX Doll in your possession, talk to Sango at South Penderock Port MAP1 (p.159) to enter the Spilmaze ③ Enter Chen's mansion in Henzera MAP1 (p.153) and proceed to Chen's room ④ Spell-link with Chen and defeat Naga ×1, Minure ×3, Kroshe ×1	Item Namco Coin Armor Crystal Crest [Accessory: World Check ×1 称号 "Beryl" "Novice Master"]	140
See p.308 for detailed completion steps	See p.308 for detailed rewards	141
① Goose MAP 1 (On p.161) Enter the hot spring and choose either "Enter the men's bath" or "Charge into the women's bath!" Soul Link Shing ⇔ Kohaku [	choose "Enter the m	142
① On Max Castle MAP2 (P.257), approach Paraiba and Spelllink to Paraiba ② Talk with Paraiba in the bedroom	Soma | Chalcedony "Bouquet of Roses" Accessory: Divine Symbol ×1 Title | Chalcedony "A Man of Merit" Soma Link Chalcedony Everyone [90]	143
①038 With "The Lost Golden ①" cleared, Henzera MAP 1 (p.153) Approach Chen who is there ② On West Old Mine Port MAP1 (P.159), Spelllink to the Golden Bell ③ Defeat 2 Guilty Echinacea and 2 Guilty Campanula	Item Golden Bell Accessory: Piyonon x1 Title "Ines 'A President with Foresight?'	144
1. With 075 "The True Identity of Secretary Ecaille" cleared, approach Ames located on Blange MAP1 (p.239). 2. Move from MAP2 to MAP3.	[Accessory: Opal ×1	145
1. Go to the orphanage on Plancourt MAP6 (p.206). 2. Talk with Spin and Soul-Link (Spillink) to Spin! 9. Inspect the sandbox located on MAP6.	Item: All Divide Title: Hisui・Kalsedony "Big Brother of Big Brothers" Soma Link Hisui ⇔ Kalsedony [180]	146

Continuation of the subevent list

No.	Sub-event Name	Timing	CHARACTER							
147	The secret of Kohaku's room ②	After Observation Base Rapunzel START	○	○	○	○	○	○	○	○
148	The Revived Kohaku Sakura	After Observation Base Rapunzel START	○	○	○				○	
149	The Man of the Nekomonicon	After Observation Base Rapunzel START	○	○						
150	The New Service of "Hibi Bi"	After Observation Base Rapunzel START	○	○	○	○	○	○	○	○
151	Mysterious Poster ②	After Observation Base Rapunzel START		○		○				
152	Creed and Incarose	After Observation Base Rapunzel START	○	○			○	○		○
153	The Night Before Gardenia's Activation	After Observation Base Rapunzel START	○	○	○			○		
154	The Reality of the C	After Observation Base Rapunzel START	○		○			○	○	
155	Flora's Little Bird	After Observation Base Rapunzel START	○	○		○		○	○	
156	Flora, Ricia, and Creed	After Observation Base Rapunzel START								
157	Frame/Unit Re	After Observation Base Rapunzel START						○		
158	The Bleached Crystallized	After Observation Base Rapunzel START		○	○			○		
159	Secret Combination Mystic Art	Observation Base Rapunzel START onward	○	○	○	○	○	○	○	○
160	The World's Spirun	Between Observation Base Rapunzel (Will not occur after proceeding to Observation Base Rapunzel)	○	○		○				
161	Corundum's Spirl Maze	After the Salvation System Gardenia	○			○		○		
162	The Secret of Corundum	After the Salvation System Gardenia				○				
163	Beautiful Girl Crystal Knight ①	(2nd playthrough) During Odette Watergate START (Occurs when advancing to the Odette Watergate	○	○	○	○	○			○
164	Beautiful Girl Crystal Knight ②	(2nd playthrough) From Dolmore Back Road (2nd playthrough) Until Dolmore Back Road	○		○	○		○		○
165	Beautiful Girl Crystal Knight ③	(2nd playthrough) During Santex Cathedral (Will no longer occur once you advance to Santex Cathedral)	○	○	○	○	○	○		○
166	Beautiful Girl Crystal Knight @	(2nd playthrough) During South Old Mine Port START (Occurs when advancing to the South Old Mine Port Entrance) ○○○○○								○
167	Beautiful Girl Crystal Knight ⑤	(New Game Plus) Imperial Capital Underground Sewers (2) (It will no longer occur once you proceed to Imperial Capital Underground Sewers (2))	○	○	○	○	○	○	○	○
168	Beautiful Girl Crystal Knight ⑥	(New Game+) During Hidden Village Noquin (2) (It will no longer occur once you proceed to Hidden Village Noquin (2))	○	○	○	○	○	○	○	
169	Beautiful Girl Crystal Knight ⑦	(New Game+) From Max Castle (New Game+) Up to Max Castle	○	○	○	○	○	○	○	○
170	Ferris Wheel Memori ③	(New Game+) After Observatory Base Rapunzel START	○						○	

	Clear conditions	Reward	No.
	① Complete 105 "Kohaku's Room Secret ①" and 128 "Village Chief Sheila's Silence" With those cleared, enter Kohaku's room in Sheila's house on Norkuin MAP2 (p.247) (Kohaku will temporarily leave the party) ② Talk with Kaia and Spirit Link to Kaia	Item DX Doll (Examine the stuffed toy in Kohaku's room) Title | Kick Demon Recipe S Miso-grilled Rice Ball Recipe	147
	① Approach the cherry tree on Norkuin MAP2 (p.247)	Soul Link All Members's All Members [150]	148
	①14 With "Route of Ambition" cleared, talk to the Nekoronomicon on Goose MAP2 (p.161) and Soul-Link with the Nekoronomicon	—	149
	①075 With "Secretary Ekaiyu's True Identity" cleared, talk to Ekaiyu on Henzera MAP (p.153) ②Go to the plaza south of the save point on Twilight Forest MAP4 (p.151)	Soma Ines "Executioner's Bodyguard" Gald 10,000 Gald	150
	①116 With "Mysterious Poster ①" cleared, talk to Helio on Planju MAP1 (p.239) and select "Yes"	Soma | Beryl "Gentlemen"	151
	①While holding Inkaloze's core, examine the Thought Analysis Device on Wandaridel MAP2 (p.271) ②Select "Inkaloze's Memory"	Soma Link Kunzite All Members [100]	152
	See p.309 for detailed clear procedure	—	153
	①Go to past Wandaridel (for how to go to the past, see p.309, 153 "Gard(e)nia: The Night Before Activation"攻略) ②Talk to the young crystal person or the female crystal person on Past Wandaridel MAP1 (p.271) 3. Examine the device on the left side of the large screen 4. Examine the device on the right side of the large screen		154
	1. Go to Past Wandaridel (For how to go to the past, refer to P.309, entry 153 "The Night Before Gardenia's Activation") 2. In Past Wandaridel MAP 3 (P.271), examine the birdcage in Licia's room 3. Examine the spring in MAP 4	—	155
	1. While holding the Core of Croa Seraph, examine the thought-analysis device located in Wandaridel MAP 2 (P.271) 2. Select "Wandaridel's Memory"	—	156
	①Go to past Wandaridel (for how to go to the past, see p.309, 153 "Gard(e)nia: The Night Before Activation"攻略)	Costume Kunzite "Special Exterior S Type"	157
	1. At Wandaridel MAP4 (p.271), approach the whitened crystal person standing in front of the flowerbed	Soma Link Kohaku Jade [120]. Kohaku ⇔ Kunzite [120] Jade Kunzite [90]	158
	See p.309 for detailed clear procedure	See p.309 for detailed clear rewards	159
	1. Talk with Kohaku in Rapunzel MAP 2 (P.277)	Soma Link] Shing ⇔ Kohaku [600]. Shing Beryl [100] Kohaku—Beryl [150]	160
	1. At Rapunzel MAP2 (p.277), talk to Korandam and spell-link to Korandam	Armor Head Drill Ribbon	161
	1. With "Korandam's Subil Maze" cleared, make Beryl the party leader and talk to Korandam at Rapunzel MAP2 (p.277)	—	162
	1. Proceed through Odette Water Gate MAP1 (p.174)	—	163
	1. With "Bishoujo Crystal Knight ①" cleared, go to the area near the upper entrance of MAP 3 (p.192) on the back road of Dozmor (Duzmore)	—	164
	① With "Beautiful Girl Crystal Knight②" cleared, go to the right side of Prancur MAP 6 (P.206)	—	165
	① With "Beautiful Girl Crystal Knight ③" cleared, go to the edge of the pier at South Old Mine Port MAP 1 (P.231)	—	166
	① With "Beautiful Girl Crystal Knight" cleared, exit from Estrega MAP 1 (P.166)	—	167
	① With "Beautiful Girl Crystal Knight⑤" cleared, after receiving the key at the inn on Estrega MAP 3 (P.167), leave the inn and proceed a short distance ② Go to MAP 5	—	168
	① With "Beautiful Girl Crystal Knight ⑥" cleared, go to the front of the church on Estrega MAP 8 (P.169)	Attachment Ritia Doll	169
	See p.304 for detailed clear procedures.	See p.304 for detailed rewards.	170

Pickup Strategy

SUB EVENT PICKUP

More than 100 kinds of rich sub-events prepared. Here, we expl ain in detail 16 carefully selected sub-events from among them.

Confessional in the Church ①~② 013 068

Timing	(Period 1) From the trading town Henzera START (p.152) (Period 2) After West Marquis Port (p.212)
Reward	—

When you enter the confessional in Henzera's and Sharlow's churches, a sub-event occurs in which the party's top character makes a confession. The conte nt is determined by the rules on the right, differs bef ore and after the escape from Pranceur, and each ch aracter has three types of confessions prepared.

Rules of the confessional

- When you enter the confessional, you can hear the party lead er's confession. The confession content changes between befo re the escape from Pranceur (Church Confessional ①) and after the escape (Church C
- There are three types of confessions for both ① and ② (Kalsed ony only has ②). ●To be scolded by the priest, you must also he ar the conversations that occur when confessions run out for all characters.

Open the left and right doors at the back of the church to enter the co nfessional. The confessions you can hear are the same in both Henzera and Sharlow.

If you open everyone's confessions, the priest will get angry. Then aft er hearing Blangje, when you enter the Confession Room, sub-event 103 "With Kuro" will o

Grandpa Elixir 014

From the time the trading town Henzera START onward (p.152)	
Rewards: See details below	

The elixir old man in Henzera will trade specific Gummies fo r valuable recovery items. As long as you have the required Gu mmies, you can exchange them any number of times.

・Items received and items to give ※

Items received	Items to give
Specific ×1	Lemon Gummy ×5
Treat ×1	Vine Gummy ×5
Elixir ×1	Grape Gummy ×2、Peach Gummy ×2
Omega Elixir*	Elixir ×5

*Changed for Sandra

"Lemon Gummies" and "Pineapple Gummies" can be purchased in the latter half of the story. Prepare for tough enemy battles by holding as many exchange item

Badge Aunt

015

Timing	Trading town Henzera START onwards (P.152)
Rewards	See below for detailed rewards

If you give the Badge Aunt in Henzera's plaza items named Spirit Stones (念石) that are mainly obtained from treasure chests, she will give you a badge-type accessory imbued with one of seven possible attack attributes. Also, the valuables obtained as rewards from 072 "Legend of the Phantom Beast 'Mist' 'Fox'" and 073 "Duck Boat Adventure" can be exchanged with this aunt for rare accessories.

With a badge, you can strike an enemy's weak attribute. Can aim for great damage.

・Items Received and Items to Give

Items received	Items to give	Locations to Obtain Items to Give
Flare Badge	Fire Spirit Stone	Treasure chest on MAP 1 of Bamel Volcano (p.261)
Aqua Badge	Water Spirit Stone	Item marker located ahead to the left after exiting North Marquis Port (p. 235)
Earth Badge	Earth Spirit Stone	Sheherah Desert (P.200) Defeat the Sandworm
Wind Badge	Wind Spirit Stone	Reward for collecting 38 Namcoins (P.314)
Thunder Badge	Thunder Spirit Stone	Treasure chest on MAP2 of Mount Rai-Bremer (P.236)
Light Badge	Light Mind Stone	Treasure chest on MAP2 (Upper) of Jacklyn Tower of Hope (P.273)
Dark Badge	Dark Thought Stone	Treasure chest on MAP 17 of Rignator Garrison (p.218)
Fox Tail	Fog Fox's Tail	Reward for 072 "Legend of the Phantom Beast 'Fox'"
Phoenix Ring	Phoenix Tail	Reward for 073 "Duck Boat Adventure"

Hide-and-seek Girl ①~③

021 050 118

Timing	① Period) After START at South Penderock Port (p.158) ② Period) After Hero's Tower King Cross (p.180) ③ Period) After Max's Castle (p.256)
Rewards	(① Reward) Gald 600 Gald (② Reward) Gald 2000 Gald (③ Reward) Item: Namco Coin

The subevent "Hide-and-Seek Girl" consists of parts ①–③. Part ① is triggered by talking to the warehouse keeper at South Penderok Port. Parts ② and ③ only occur if the previous subevents have been cleared: in ②, speak to the maid at the Celeb Hotel in Yuraios, and in ③, speak to the innkeeper at Estrega to start the event. The objectives of ① and ② are to find the girl hidden in specific locations. Refer to the right-hand notes to investigate the objects where the girl is hiding. After part ③ is triggered, you will fight three Lonely Bouquets in the Imperial Capital underground sewers.

Enemies that appear in Hide-and-Seek Girl ③

Lonely Bouquet ▶P.362

HP 7250 Armor 10

Resistance: Fire Water Earth Light Dark

Places where the girl is hiding

Hideout of Hide-and-Seek Girl ①

In the warehouse's lower right, there is a strange wooden box that moves on its own. The girl is hiding inside this wooden box, so find her quickly.

Hideout of Hide-and-Seek Girl ②

The bathroom in Yuraio's sweet room. The bathtub cover is rattling, so if you investigate it.....

Ferris Wheel Memories ①~⑨

040 048 054 069 076 099 108 122 170

Timing: See below for the exact occurrence timing

Rewards: See below for detailed rewards

Riding the Ferris wheel in Yuraio will trigger various events depending on story progression. Events ⑥–9 also include scenes with accompanying characters, so be sure to check them out. Incidentally, when the conditions for an event are met, a "?" mark will appear above the attendant's head

will appear. When no special event occurs, you can see conversation events whose content changes randomly. In Kohaku's case, before she regains her emotions the content changes slightly depending on whether her Soma Link with Shing is at level 1 or 2+, and after she regains them the content changes significantly—take note of this.

Ferris Wheel Memories ① ~ ⑨ Events

No	Occurrence Timing	Riding partner	Soma Link increase value	Note
①	Yuraio START and onward 1	Beryl | Shing Beryl [70]		Lines change depending on whether Shing's Soma Link with Beryl is ★4 or below or ★5 and above. Up to Santex Cathedral, lines change depending on whether Shing's Soma Link with Ines is ★2 or below, or ★3 and above. Also, fr
		Ines	Shing ⇔ Ines [30]	
②	Hero's Tower King Class to Santex Cathedral	Kohaku	Shing ⇔ Kohaku [20]	—
		Kohaku	Shing Kohaku [20]	—
From ③ Dozemore Back Road onward		Kunzite	—	—
From ⑥ West Marquis Port onward		Chalcedony	—	—
From ⑤ South Old Mine Port onward		Kohaku	Shing ⇔ Kohaku [50]	—
		Ines	Shing ⇔ Ines [30]	If you are riding with Ines at ①, it will not trigger. The dialogue changes depending on whether Shing and Ines's Soma Link is ★5 or 6 and above.
		Garad	Shing ⇔ Galard [40]	
⑥	Shinhara's Picture From Spilmeys onward	Kunzite Shing Kunzite [30]		The dialogue between Shing and Kunzite changes depending on whether their Soma Link is 1 or ★2 and above. When Shing and Kunzite's Soma Link is ★2 or higher, it will trigger if you have seen Kunzite's event that occurs around the same tim
		Anyone allowed	—	
7. Noquin (2) From		Jasper Shing ⇔ Jade [30]		—
		Anyone allowed	—	Available only from the second playthrough onward. It will trigger if you have seen Hisui's event t
From Max Castle onward ※2		Chalcedony Shing Chalcedony [40]		—
		Anyone allowed	—	Occurs if you view the Chalcedony event that happens around the same t
⑨	Observation Base Rapunzel From START onward	Anyone allowed	—	ime. Event with Peridot and Pyrox. Available only from the second playthrough onward. Occurs if you have seen Chalcedony event ⑩ and cleared 144 "Nestling Spirilia" (

※1: The events with Ines have an end point and only occur up to West Marquis.
※2 The event with Peridot and Pyrox has a limited duration and only occurs up to the Mer Volcano Crater.

Memories of the Coffee Cup ①–⑦

041 049 055 070 077 100 123

Timing: See below for the exact occurrence periods

Rewards: See below for detailed rewards

The basic flow is the same as the above "Ferris Wheel Memory" event; at the event's occurrence time, simply ride Euraios's coffee cup with a specific character. Note that ⑦ has a much more limited occurrence window, so be careful. It is a must-see as it is the last event where Chalcedony spends a rest with Pyrox, Peridot, and the others.

For the captain, Pyrox and Peridot turn the handle with all their strength, but...

Events for Memories of the Coffee Cup ①–⑦

No	Occurrence Timing	Ride partner	Souma Link Increase Value
①	After Euraios START	Hisui	Shing Hisui [20]
		Beryl	Shing ⇔ Beryl [70]
		Ines	Shingness [30]
		Galad	Shing ⇔ Galad [30]
②	Hero's Tower Kingdom Sa To Contex Cathedral	Kohaku	Shing ⇔ Kohaku [20]
③	After Dozmore Back Road	Kunzite	—
④	After West Marquis Port Day	Chalcedony	Shing ⇔ Chalcedony [30]
⑤	After South Old Mine Port	Kohaku	Shing ⇔ Kohaku [20]
⑥	The Spilmays of Sinhara Pakuna	Kunzite	Shing ⇔ Kunzite [20]
⑦	To Max Castle ~ Bamel Volcano Up to the mountain pass (see ④ — anyone) Does not occur unless		—

Treasure Hidden in the Sand

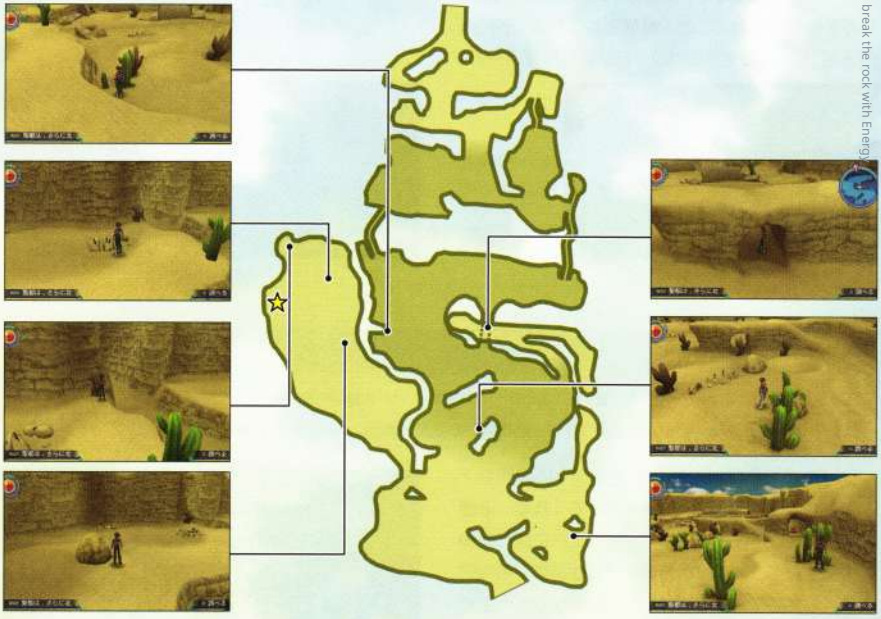
063

Timing: After Sheherah Desert (p.200)

Rewards: Accessory: Stone Check

Talk to the adventurer on MAP 6 of the Sheherah Desert then use Spell Link; you can then hear information about Aifried's treasure. The treasure is hidden on MAP 4 of the desert — you can find it by examining the bones marked with a ☆ below. To open the chest you must enter the password "AIFREAD", which is formed by rearranging the characters inscribed at various locations on MAP 4.

To reach the chest location, you need to break the rock with Energy Blow.



Stone-Collecting Master

067

Timing: West Marquis from START onward (p. 212)

Rewards (first time): Title — Beryl "Stone Picker Master"; (from the second time onward): Item — Orange Gummi

At West Marquis Port, speak to the Stone Picker Master to play the take-away stone game. Players take 1–3 stones from a pile; the winner is the one who forces the opponent to take the last stone. The guaranteed winning strategy is to always leave a number of stones equal to a multiple of 4 plus 1 after your turn. In general, choose to go first; only if the initial number of piled stones is a multiple of 4 plus 1 should you choose to go second to ensure a win.

Beryl has
earned the title of Stone Picker Master
No two people are the same; this title is also
given to those who have reached such a distinction.

Upon the first victory only, Beryl receives the title "Stone Picker Master".

The Adventure of the Duck Boat

073

Timing: South Old Mine START onward (P.230)

Reward: Item: Phoenix Tail

After clearing 009 "The Duck Boat's Departure", talk to the crew member at South Penderock Port to trigger an event. After speaking with the crew member, talk to the delinquent middle-aged man in Kynos to board the duck boat, and proceed down the river to the depths of Lagos Stalactite Cave.

At the far end of Lagos Stalactite Cave there is a bird's nest; examining it begins a consecutive battle with the enemies on the right. Some enemies can petrify you, so equip things like "Stone Check" in advance. The reward "Phoenix Tail" should be given to Henzera the badge lady.

It is on the upper right of MAP 3 of Lagos Stalactites. Prepare before investigating.

Death Raven ▸P.360

HP 6458 Armor 25

Resistances: Fire Water Earth Thunder Light Dark

Basilisk King ▸P.360

HP 5749 Steel Body 25

Resistance: Autumn Water Earth Wind Thunder Light Dark

Snow Rabbit ▸P.360

HP 5332 Steel Body 0

Resistance: Fire Water Earth Wind Thunder Light Dark

Snow Rabbits move and attack quickly. Even though there is only one, do not be careless.

Ultimate Pot ①–②

106 134

Timing (Timing ①) Hidden Village Norquin (2) After 2 (p.253) (Timing ②) After Mel Volcano Mouth (p.260)

Reward (Create Monster Pot) Soma Link Shing⇔Hisui 【40】 (create all keys) Soma | Kunzite "Jack-style Pot Master" Title Kunzite "Nabe Friend"

If you give the Nabegii in MAP 1 of Norquin the required items, he will make three types of pots. The required items are as follows; the Monster Pot requires four types of items that drop from specific enemies. Each item has a low drop rate, so collecting them is difficult, but creating the Monster Pot increases the Soma Link value between Shing and Hisui, so patiently defeat enemies and collect them. Also, if you have all the pots made, you will receive the Kunzite title and Soma.

It seems the ingredients used in the monster pot contain Love Leaves, which affect same-sex pairs, and after eating it the first time, Shing and Hisui developed a strange relationshi

Types of pots and locations to obtain required items

Type of Pot	Required items	Locations to obtain required items	Main enemy spawn locations
Snow Queen's Pot	Queen Mushroom	Noquin (2) Later, examine the glowing spot on the tree at the back of Noquin's MAP 4 (p.247)	—
Squid Miso Pot	Smelly Squid Dried Squid	046 Reward for "The Real Kohaku"	—
Monster Pot	Ancient Fish Fin x1	Enemy: Naga (drop), Enemy: Sirene (steal)	Naga: around the hideout; Sirene: Tripers Gate B
	Iron Turtle Archelon Shell x1	Enemy: Archelon (drop)	Around Mount Raimei Brehme
	Brid Bee Honey x1	Enemy: Bridd Bee (drop)	Around the village of Sīblu
	One Hundred-Year Bison Hoof x1	Enemy: Blaze Boar (drop)	Vamel Volcano

※ 045 If "The True Kohaku ②" has not been triggered, 046 Obtainable as a reward for "The True Kohaku ③".

Treasure of the Rogue Aiflied

120

Timing	From Ma[illegible] Castle onward (P.256)
Reward	Soma Seafood Niju·Born Item Grape Gum, Nam Coin
	Recipe: Mackerel Miso Pasta

In MAP 6 of the Sheherah Desert, after talking to the fallen adventurer and then using a Spill Link, you will fight Ord Cleome and Ord Campanula. The former uses petrification, and the latter launches lightning-based attacks, so raise your resistances beforehand. Once the battle starts, take down the Ord Cleome with lower HP first.

After that, the Ju·Born you fight during the event at South Penderock Port specializes in water-based attacks. With high steel body (defense) and physical attack, aim for big damage using fire-element arts that exploit the enemy's weakness.

Ord Cleome ▶P.362

HP 5280 | Steel body 0

Acidic | 火 | 水 | Earth Wind Light Open

Ord Campanula ▶P.362

HP 9800 | Steel Body 5

Resistances: | 水 | Earth Mine Light | 闇

Ju·Born ▶P.364

HP 18761 | Steel Body 40

Resistances: Fire Water Earth | 風 | Thunder Light | 闇

If you talk to Sango at South Penderock Port, the battle with Jupon will begin. Before then, include allies with many fire-element artes in the main party.

The reward "Seafood! Nijupōn" is a Soma that can be equipped by Kohaku, who loves squid. It has added Water attribute, so it is effective against Shadow

Cave exploration

132

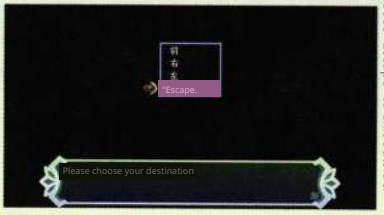
Timing	After Mel Volcano (P.260)
Rewards	See below for detailed rewards

The cave cove (p.310), which is also the location where the side event "Full Power Pitch" occurs, has a cave on the right side of the map. Unlike other dungeons, this cave does not involve directly controlling characters to move; instead, you proceed by choosing options indicating directions.

The correct route through the cave is as follows, and if you follow it to the end you will obtain an item. Note that you can ask for the directions to progress through the cave at West Old Mine Port, East Old Mine Port, and South Old Mine Port.

< Route through the cave and items obtained

Route to proceed	Obtained items
Forward, right, forward, right (in that order)	Namco Coin
Forward, left, right, right, left, right (in that order)	Mistpudding recipe
Forward, left, forward, right (in that order)	Captain's hat



Proceed right along the beach to the harbor, where rumors sp
There is a cave that you can't form a choose "Escape" to exit outside.

World Distortion 133

Timing	Mer Volcano and Beyond (P.260)
Reward	Soma Garad "Destiny"

Upon entering the Nameless Island, you will engage in battle with Ramolroir and Ramolriser. First, have a playable character attack Ramolroir, who uses powerful mind magic, to interrupt its casting. Have the remaining allies target Ramolriser by setting their priority action target to a different enemy so they attack it. Note that both enemies are weak to light, so using arts like Shing's or Chalcedony's techniques is extremely effective. After winning the battle, you obtain Galad's Soma "Destiny."

Ramolriser will revive after a certain period even if defeated. Because its physical attack is high, do not leave it unattended; repeatedly defeating it to keep damag

Lamolrois ▶P.364

HP 114478 Armor 60

Resistances: Fire Water Earth 風 雷 Light Space

Ramolriser ▶P.364

HP 20786 鋼体 10

Resistances: Fire, Water, Earth 風 雷 Light 闇

Ambition Route 141

Timing	After observing base Rapunzel START (P.276)
Reward	Title See below Soma links Shing ⇔ Hisui [30] Shing ⇔ Kunzait [301. Hisui Kunzait [30]

142 After watching "A Man's Saga ③" and entering the men's bath with Goose, a female character will temporarily leave the party. While she is away, if you approach the young romantic standing near the ladder, you can use the Sorcerer's Ring to proceed and reach a spot where you can peek into the women's bath. Incidentally, this subevent has three variations: viewing the first event grants Shing, Hisui, and Kunzait their respective titles (see right table), and viewing up through the third event raises each of the three characters' Soma link values. Female characters who have left the party will rejoin if you view all of these subevents or enter the women's bath.

Rewards after clearing the Ambition Route

- Shing's title "True Beast"
- Hisui's title "Mighty Beast"
- Kunzait's Title "Mecha Beast"

You cannot go out to the field. Join up with the female characters

Route to the women's bath

Burn the large tree and climb the ladder

After talking with the romance boy, burn the tree blocking the ladder with an Energy Shot so you can climb it.

Pass through the narrow path and break the rocks

Beyond the ladder, a huge rock blocks the path. This rock can be destroyed with an Energy Blow.

Activate the mysterious device

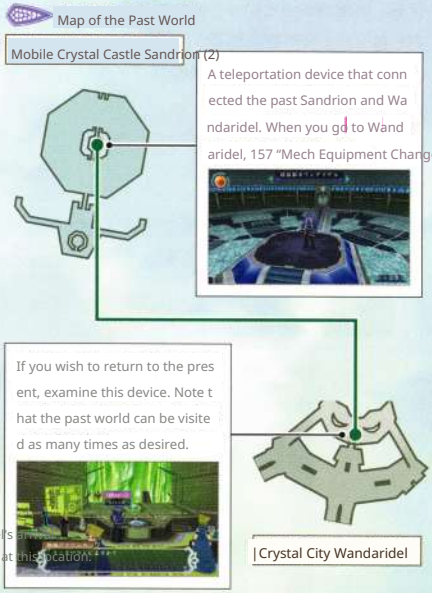
Finally, activate this device with an Energy Link. Then, when you go down the ladder, the event will automatically proceed.

The Night Before Gardenia's Activation 153

Timing	After observing base Rapunzel START (P.276)
Reward	—

If you possess the valuables "Inca Rose Core", "Kli noseraf Core", and "Kroaseraf Core" and examine t he device located on Wandaridel MAP2, you can sel ect and view their memories. Among the memories you can view, selecting the "Seraph Brothers' Mem ories" lets you explore the past Sandrion and Wand aridel. In past Sandrion, first move to MAP2 to watc h Creed and the others' events, then move to MAP4 to watch Colandarm's event.

The core of the automaton required for the event is Inkarose, after Rapunzel's s
Can be obtained in the room where you fought LL. All three can be acquired at this location.


Map of the Past World
Mobile Crystal Castle Sandrion (2)
A teleportation device that conn ected the past Sandrion and Wa ndaridel. When you go to Wand aridel, 157 "Mech Equipment Change?" occurs.
If you wish to return to the pres ent, examine this device. Note t hat the past world can be visite d as many times as desired.
Crystal City Wandaridel

Combined Mystic Arte 159

Timing	After observing base Rapunzel START (P.276)
Rewards	See below for detailed rewards

When certain characters whose Soma Link has reach ed 7 are present together, they can learn a skill that all ows them to activate a Fusion Mystic Arte at the Wanda ridr Spring. The activation method for a Fusion Mystic Arte is the same as for a Mystic Arte, but as conditions you must equip the corresponding skill on the controll able character, include the partner character in the mai n party, and activate a Spell Drive at LV4. To learn them all, watch sub-events that raise the Soma Link value and repeatedly fight with the "Soma Tize" skill equipped.

Combinations That Can Activate Skills and Fusion Mystic Artes

Combination	Skill	Fusion Mystic Arte Name
Shing × Kohaku	Weavers of the Future	Rinfu Tenshōku
Shing × Beryl	Friends Encouraging Each Other	Tenkō Shinrai Kūretsu Shō
Shing × Chalcedony	Comrades Who Support Each Other	Seika Seiei Sōga
Kohaku × Hisui	Brotherly Bond	Cherry Blossom Petal Tide Drum Star
Kohaku × Beryl	Best friend ever	Sōkō Enbu
Ines × Galad	Workmate who protects smiles	Musical Finale
Kunzite × Galad: The One Who Connects Feelings		Meikan Rengoku Rasetsu Flash

Once the acquisition conditions are met, Wondari
Let's examine the Spring of Del.

Pickup Strategy The bond between the two,
who have strengthened each other,
Will become a tremendous power to crush

Let's visit places we have yet to see

On the world map, in addition to towns and dungeons, there are locations such as huts and beaches. These places are not necessary to visit to advance the story, but they may contain treasure chests or trigger side events and other reasons to visit, so be sure to check them out. Some locations lack distinctive landmarks and are hard to find, so please refer to the map below. Also, it becomes easier if you visit after obtaining the Rianhe it that allows you to fly.

Places such as huts and beaches

World's Wonder Chef

WONDER CHEF

The Wonder Chef appears in various places around the world. If you spot one, you will receive a recipe, so be sure to find them.

Wonder Chef that transforms into various things

The Wonder Chef transforms into many different things, but in every case it wears a chef's hat. Check the list below for locations and use the chef's hat as a marker to search for it. Note that if the Wonder Chef appears in the same town multiple times, you will not receive the next recipe unless you have obtained the previous one. In other words, for Henzera, W10 will not appear until you discover W02.

It will appear on its own just by making a sound. Only the first Wonder Chef requires you to approach

- Wonder Chef List

W01 Wonder Chef 01
Location: Kynos
Appearance period: Lagos Galactite
Recipe obtained: Choco Banana

[W02 Wonder Chef 02
Location: Henzera
Appearance period: Henzera START
Acquired recipe: Hot Chocolate

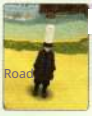
W03 Wonder Chef 03
Location Goose
Appearance period Goose START
Acquired recipe Tofu steak

W04 Wonder Chef 04
Location: Estrega
Appearance period: Estrega START
Acquired recipe: Strawberry Ice Cream

W05 Wonder Chef 05
Location: Shallow
Appearance period: Shallow START
Acquired recipe: Potato Salad

W06 Wonder Chef 06
Location Yuraio
Appearance period Yuraio START
Acquired recipe Torimeshi

W07 Wonder Chef 07
Location: Estrega
Appearance period: Dozmora Back Road
Acquired recipe: Steak



[W08 Wonder Chef 08
Location: Oasis
Appearance period: Shamera Desert
Acquired recipe: Stir-fried Vegetables

W09 Wonder Chef 09
Location Plancule
Appearance period Plancule Ro
Acquired recipe Simmered daikon and squid

[W10 Wonder Chef 10 ※
Location: Henzera
Appearance period: West Marquis Port
Acquired recipe: Chocolate Banana Crepe

W11 Wonder Chef 11
Location: Reep
Appearance Period: Seminavits Port Map
Acquired Recipe: Seafood Pasta

W12 Wonder Chef 12
Location Blange
Appearance period: Blange START
Acquired recipe: Ebi-doria

W13 Wonder Chef 13
Location: Noquin
Appearance period: Noquin (1) START
Obtained recipe: Miso Oden

W14 Wonder Chef 14
Location: Estrega
Appearance period: Max Castle Day
Obtained recipe: Roast Chicken

W15 Wonder Chef 15
Location Goose
Appearance period: Max Castle
Obtained recipe: Curry Pot

W16 Wonder Chef 16
Location: Wonderidel
Appearance period: Crystal World
Obtained recipe: Chocolate Fondue

W17 Wonder Chef 17
Location: Rapunzel
Appearance period Rapunzel START
Acquired recipe Sukiyaki

※ It does not appear immediately upon entering Henzera; it will appear if you enter a building and then exit. Also, if WW2 has not been discovered, it will appear after inspecting WW2 and followin

Gifts from Kind People

THE PRESENTS FROM PEOPLE

Townspeople may give you items when you talk to them. Here, the people who give presents and the items you can receive are summarized.

Don't forget to collect rare items

The items people give are mainly consumables like "Apple Gummi," but some are rare, such as "Namco Coins" or attachments. Herbs like "Verbena" and "Sage" are also valuable. There are items that will no longer be obtainable after a certain period, so be careful not to forget. It's recommended to collect them early once the availability period begins. Also, note that some people won't give items unless you talk to them three times.

The attachment "Chef's Hat" is available for a very short period and can only be obtained here. Be especially careful not to forget to pick it up.

Some animals also give items. They even give valuable things like "Nam Coins" and "Savory," so don't overlook them.

List of people who give presents (Icons like P01 are red if they have no end date, and purple if they do)

Name	Location	Occurrence period	Items received
P01 Neighboring Old Man	Seablue	From Sheeple Forest 2 to Seablue Forest B	Apple Gummy
[P02 Dog	Seablue	From Seeble Forest 2 onwards	Namcoin
P03] Tool shop	Seablue	From Sheeple Forest Country to Seablue	Life Bottle
P04 Young married woman	Seablue	From Sheeple Forest Country to South Penderock Port	Orange Gummy
P05 Armor Shop	Seablue	Sheeple Forest Nation ~ South Penderock Port 3	Apple Gummy
P06 Delinquen	Kynos	To the Kyunossroragos Stalactite Cave	Orange Gummy
P07 Ines	Kynos	To the entrance of the Kyunossroragos Stalactite Cave	Life Bottle
[P08 Young Man	Kynos	Lagos Limestone Cave 7 ~ to South Penderock Port 3	Banashia Bottle
[P09 Uran	Kynos	Lagos Limestone Cave ~ to Twilight Forest 3	Verbena
P10 Aunt	Henzera	Henzera START ~ to Henzera	Cook
IPT Active Ta	Henzera	After Henzera START	Squid
P12 Storehouse Keeper	Henzera	Henzera 8 ~ to West Marquis Port	Life Bottle
P13] Warehouse Keeper	Henzera	Henzelaro~ to West Marquis Port	Dark Bottle
[P14] Proprietress	Henzera	Henzela~ to Trembling Mountain Grim 2	Orange Gummy
P15 Sailor	West Old Mine Port	South Penderoak Port 2~ to Rave 5	Life Bottle
P16 Hot-spring Treatment Old Woman	Old Woman	Goose START~to West Marquis Port	Chamomile
P17 Romantic Boy	Goose	Goose START~to Goose 2	Orange Gummy
P18 Ines	Goose	To Goose Louander Mine	Poison Bottle
P19 Boy	Yuraio	Andel Mine Tunnel ~Euraio START	Mix Gummy
P20 Imperial Army Soldier	Estrega	After Estrega START	Imperial Flag

Name	Location	Occurrence period	Items received
P21 Merchant	Estrega	Estrega START to Dozmore Back Road	Strawberry
P22 Crystal Knig	Estrega	Estrega START ~ to Dowsmore Back Road 10	Holy Bottle
P28] Young woman	Sharlow	Sharlow START ~ to Odette Water Gate	Chocolate
P24 Boy	Sharlow	Sharlow START ~ Odette Sluice 1	Life Bottle
P25 Marin	Sharlow	Sharlow ~ up to before Sharlow 2	Mix Gummies
P26 Cassity	Sharlow	Odette Sluice 8 ~ Hero's Tower King Cross	Specific
P27 Middle-aged man	Yuraio	Euraio START ~ up to Euraio 1	500 Gald
P28 Amusement	Yuraio	Yuraio START ~ To the Hero's Tower Kingcross	Liqueur Bottle
Clerk	Yuraio	Hero's Tower Kingcross 56 ~ To West Marquis Port	Sage
P30 Tourist	Yuraio	Hero's Tower Kingcross 56 ~ To West Marquis Port	Holy Bottle
P311 Yakisoba Stall	Yuraio	Hero's Tower Kingcross 8 To West Marquis Port	Lavender
P32 Greengrocer	Planceur	Planceur 3 ~ To Santex Cathedral 7	Carrot
P33] Grandmothe	Planceur	Planceur ~ to Santex Cathedral 7	Mind Ring
P34 Old Doctor	Planceur	Santex Cathedral 8 ~ to West Marquis Port	Lemon Gummy
P35 Peridot	Bransur	Santex Cathedral ~ to Santex Cathedral 9	Holy Bottle
[P36 Ines	Henzera	Mobile Crystal Castle Sandrion (1) ~ to Rape	Specific
P37 Boy	Rave	Seminavitz Port 2 ~ to Rape 5	High Dark Bottle
[P38 Miss Dog]	Rave	Seminabitts Port 2 and beyond	Nam Coin
P39 Chashipu	Rave	Seminabitts Port 2 and beyond	Pine Gummy
[P40 Coral]	South Old Mine Port	South Old Mine Port START ~ to South Old Mine Port	High Holy Bottle
P41 Pier Manager	North Marquis Port	North Marquis Port START ~ to Norquin (1) 2	Weak Bottle
P42 Old Man	Branju	Branju START ~ Branju 2 まで	Miracle Gummi
P43] Kumoyagi Mo	Branju	Branju START ~ up to Branju 2	Sabory
P44 Kumoyagi Mokū	Blanche	Branju START up to Branju 2	Saffron
P45 Shepherd	Blanche	After Sinhara's picture Spilmaze	Grape Gum
P46 Sheep Mokū	Blanche	After Sinhara's picture Spilmaze 44	Namco Coin
P47 Old Man	Blanche	After Sinhara's picture Spilmaze	Red Lavender
P48 Old Woman	Blanche	After Sinhara's picture Spilmaze 4	Peach Gummy
P49 Kaia	Norkin	After Norquin (1)	Miracle Gum
P50 Old Man	Nokquin	After Norquin (2)	Namcoin
P51 Girl	Nokquin	After Norquin (2)	Red Saffron
P523 Watchman	Nokquin	After Norquin (2)	Treat
[P53] Ann	Estrega	Norquin (2) 10 ~ up to Max Castle 3	Seal Bottle
P54 Innkeeper	Estrega	Norquin (2) up to Max Castle	High Holy Bottle
IP55 Crystal Knight	Max Castle	After Max Castle 5 ~ up to Vamel Volcano 3	Red Verbena
[P56 Maid	マクフ Castle	After Max Castle	Grape Gum
[P57 Imperial Army Soldier	Max Castle	From Max Castle onwards 5	Namco Coin
IP58 Imperial Army Soldier	Max Castle	From Max Castle onwards	Specific
P59 Imperial Army Soldier	Estreiga	From Max Castle 5 onwards	Peach Gum
P60 Imperial Army Soldier	Estreiga	From Max Castle onwards 5	Miracle Gummi
P61 Old Believer	Estreiga	From Max Castle onwards	Liqueur Bottle
P62 Imperial Army Soldier	Estreiga	From Max Castle onwards 5	Elixir
[P63 Sasha	Goose	After Max Castle田	Namco Coin
[P64 Villager	Goose	After Max Hill田	Red Sage
P65 Peeping Boy	Goose	After Max Castle田	Grape Gum

*Talk to (them) three times.

Collect Namco Coins

NAMCOIN COLLECTION

There are 76 Namcoins in total, which can be exchanged for valuable items. We've summarized how to obtain every Namcoin, so be sure to collect them all.

There are various ways to obtain Namcoins

When you give the collected Namcoins to Citrine, you will receive different items depending on the number of Namcoins you handed over.

Many of these cannot be obtained elsewhere, so Collect Namco Coins so you don't miss any. There are 76 of them, and they can be obtained in many different ways, so please check the table and the next page carefully.

Is Citrine in most towns? So, it's good to hand them over frequently.

Items received for collecting Namco Coins

Quantity	Items received
1	Life Bottle ×5
6	Trendy Knit
11	Pac-Man Mask
16	Attack Ring
21	Wild Cat
26	Trans Ring
32	D…

Quantity	Items received
38	Wind Thought Stones
45	Shigotonin
52	Omega Elixirs
58	Blue Dice
64	The Bushido
70	Demon's Ring
276	Risky Rings

<Treasure chest containing Namco Coins

Location	Page
Sand Sea Rest Area	P.136
Shelter	P.136 | Andeel Mine
Kynos	P.144 Estreiga
Ragos Stalactite Cave	P.147 Sharlow
Twilight Forest	P.150 Odette Sluice
Henzera	P.153 "Yuraio
South Penderloch Port	P.159
West Oldmine Port	P.159

Location	Page
Goose	P.161
	P.164
	P.168
	P.171
	P.174
	P.178
Tower of the Hero Kingscross	P.182
East Old Mine Port	P.185

Location	Page
Sheherah Desert	P.202
Sheherah Desert	P.202
Bransoul	P.206
Santex Cathedral	P.210
West Marquis Port	P.213
Seminavitts Port	P.225
Rēvu	P.225
South Old Mine Port	P.230

Location	Page
North Marquis 巷	P.235
Mount Ramei Breme	P.236
Branju	P.239
[Noquin	P.247
Wandaridoru	P.270
Rapunzel	P.277

<original>People and animals who give Namcoins</original>

Name	Location	Occurrence Timing	Page
P02 Dog	Seablue	From Seablu Forest 2 onward	P.142
[P38 Miss Dog]	Rave	From Seminavit Port 2 onward	P.225
P46 Cloud Sheep Mother	Branju	From the Spilmays with the Sinhara painting	P.239

Name	Location	Occurrence Timing	Page
P50 Old man	Noquin	Noqin (2) From Here On	P.246
P57 Imperial soldier	Max Castle	From Max Castle onward	P.257
[P61 Sasha]	Goose	After Max Castle田	P.161

・Sub-event where Namco Coins can be obtained

Name	Occurrence location	Occurrence Timing	Page
1058 Research material "Demon Beast Claw	East Old Mine Port, Dozmore Backroad	after 9,	P.292
178 Secret Base ②	Secret Base	After South Old Mine Port	P.294
083] The Ear-Different Grandma	Fransule	After Imperial Capital Underground Sewers (2)	P.294
KE Research Material "Shard of the Black Mist"	Estrega	After Max Castle	P.296
18 Hide-and-Seek Girl ③	Estrega	After Max Castle	P.296
20 Rogue Aifreed's Treasure	Sheherah Desert	After Max Castle	P.296
26 Seeking the "Forbidden History Book" ②	Sharlow	Max Castle from 3 onwards	P.298
132 Cave Explorat…	Cave Inlet	Bamel Volcano onwards	P.298
140 Chen Adult's Past	South Penderock Port	Rapunzel START onwards	P.298

・Arena battles where Namco Coins can be obtained

Battles that award Namco Coins	
Single Course	Advanced Rank ※
Extra Course	Cornellpin Battle
	Crystal Knight Duo Battle
	Silva 戦
	Seraph Brothers Battle
	Incarose's 戦

※ One per character. A total of 8 can be obtained.

- Item marker that yields Namcoins

The beach you r each after exitin g Seablue and headin

The dead end rea ched by taking th e left fork while h eading from Kyn os toward Lagos Cavern

After leaving Hen zera and crossing the bridge, near the fork between Mount Grim and the port

The western dea d end reached af ter exiting Goos e, crossing the br idge, and heading to the left

Exit Estrega, cro ss the bridge on the right, and head left

Below the cliff re ached after exiti ng East Old Mine Port and heading to the right

Immediately afte r exiting Bransou r toward the desert sid

Bransour
Exit to the north, then turn left past the v ahead

Seminavitts Port
Exit and head to the right
Destination (where one headed)

After leaving Rav e, cross the bridg e and head to the left,
West-side beach

From the souther n shelter of Thun der Mountain Breem, to

Just after leavin g Norqueen

Southwest of th e cave cove

North-east of the hide
Small isolated island

Sandbar island w est of Triverse G ate B

South of Seablue
A beach separated by cliffs

Near the oasis in t he western Scheh erah Desert

Northeast of Norquin
Snow country isolated island

Collect Namco Coins

Balloon Popping

BALLOON POPPING

Balloon popping is simple to learn but has deep strategy. Make use of the characteris tics of each character's available techniques to score high points.

Challenge the balloon popping to win luxurious prizes

You can challenge the balloon popping after cleari ng the Andale Mine (p.162) by speaking to the atten dant in the Ulaio (p.177) arena. The objective is to p op balloons and earn points within 60 seconds; if yo u exceed the target points set for each character, yo u will receive the title "Balloon Master" and the attac hment "Star Balloon." There is no participation fee, s o try for the prizes. Also, you can check each charact er's high score by examining the book placed on the chair to the right of the attendant.

Target points and prizes for each character

Character — Target Points — Prize		
Shing — 1500		
Kohaku	1000	
Hisui	1500	
Beryl	1500	Title "Balloon Master" Attachment "Star Balloon" ※
Ines	1000	
Kunzite	2500	
Chalcedony	2500	
Galad	1000	

*Only characters who have been cleared can equip it.

Check the color and shape of the balloons

Balloons differ in the points awarded when poppe d depending on their color as described below. Also, there are star-shaped balloons; popping one not on ly grants points but also restores TP and stops time.

Balloons disappear after a certain time, and higher-value balloons vanish more quickly. Star-shaped balloo ns disappear even faster, so prioritize popping them to stop time. Note that star-shaped balloons are more lik ely to appear when you pop regular balloons simultan eously.

When all balloons in the arena are gone, new balloons will be added. To aim for a high score, it's important to pop balloons quickly.

Types of balloons

Balloon			Points	Stop Time	TP Recovery Amount
10	10	Blue Balloon	10	—	—
		Star Balloon		10 seconds	10%
30	30	Red Balloon	30	—	—
		Red Star Balloon		13 seconds	25%
50	50	Yellow Balloon	50	—	—
		Yellow Balloon		16 seconds	50%

Balloon characteristics

- In addition to regular balloons, there are star-shaped ones
- Balloons come in three colors: blue, red, and yellow, with different point values dep
- Popping a star-shaped balloon grants TP recovery and a time-stop bonus
- Balloons vanish after a set time; high-value and star-shaped balloons disappear sooner. Balloons do not vanish while time is stopped
- Star-shaped balloons may appear when multiple regular ball oons are popped simultaneously
- Some balloons are stationary, while others move a set distance

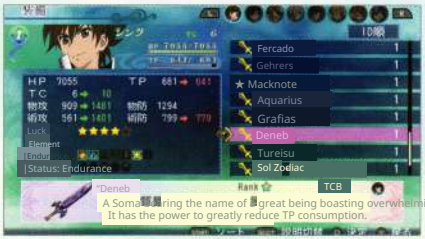
Tips for scoring High: Carefully select the arts and skills you use

Balloon popping can be attempted from the early part of the story.

Points when attempting balloon popping: train each character to learn effective arts and skills

If you haven't, it's difficult to aim for the target point. In that case, use techniques that have less opening than normal attacks, and it's also important to use different moves depending on whether the balloon is on the ground or in the air. Also, to make skills easier to use, you should set "TC Gain" and "TP Gain" as a pair. Prioritize skills and accessories that increase TC, and if you have room, also raise maximum TP so you can chain techniques continuously.

- Set "Exceed"
- Raise each character's Soma Link so you can equip the abilities Shing learns ("Step Cancel"), Beryl learns ("TP Save"), Kunzite learns ("TP Gain" and "TC Gain"), and Chalcedony learns ("Runner")
- Prioritize equipping Somas and accessories that increase maximum TC
- Equip ground and aerial techniques (see p.318)
- Mainly use techniques to pop balloons



Balloons will burst from a single hit regardless of attack power. For Somas, it's better to prioritize those that increase TC or TP rather than parameters.

To be able to pop balloons one after another, "Step Cancel," which reduces the recovery after attacks, and "Runner," which raises movement speed, are also

Tip for Earning High Scores 2: Frequently Change Targets

High-value balloons and star-shaped balloons disappear quickly, so when a balloon appears, hold down the R button to check the balloon's color and shape. Doing this lets you freeze the time while confirming the balloon's position and color, making it easier to switch your target to the balloon with the highest points. If there is a star-shaped balloon, prioritize popping it first.

They are easy to distinguish from normal ones. Star-shaped balloons glow Balloon popping

Tip for scoring high 3: Aim to pop balloons simultaneously

To increase the chances of a star-shaped balloon appearing, try to pop balloons that are aligned in a straight vertical or horizontal line with a single attack whenever possible. In this case, stationary balloons or balloons that move up and down are easier to pop at the same time, but balloons that move left and right are harder to line up; forcing a simultaneous pop can instead cause time loss. Depending on the situation, it may be important to give up on simultaneous popping.

For balloons aligned in a horizontal straight line, attack from the left or right edge.

Shing

Regulation POINT 1500

The basic approach is to target nearby balloons on the g round with "Seijin Zeppa," distant balloons with "Seiei Renp a," and balloons floating in the air with "Shūso Raizan." Whe n moving across the ground, keep using "Seijin Zeppa," whi ch allows you to attack while moving, to maneuver quickly. Each successive use of "Shūso Raizan" lets you jump higher , making it easier to aim at balloons at higher positions. If n ew balloons appear overhead in the meantime, follow up b y pursuing them with "Seijin Zeppa."

Recommended Techniques Stardust Absolute Break, Starshadow Consecutive Waves, Assault Claw Thunder Slash

Kohaku

Fixed POINT 1000

Because Kohaku's techniques have a narrow attack range, break ground balloons with normal attacks. Since a Break at tack can cause a loss, set “Combo Plus” as insurance, and us e the “Step Cancel” effect to cancel the post-normal-attack re covery to save time. Aim for airborne balloons with “Hienshō jin” (Crimson Flame Soaring Squadron); use this move to relia bly break three vertically aligned balloons at the same time. After using this move, quickly land with “Hōō Tenku” (Phoeni x Sky Dash) and target the ground balloons. Recommended moves: Hienshōjin, Hōō Tenku

Hisui

Regulation POINT 1500

Hisui’s "Ran Chidori" is an arrow-shooting attack that can fire rapid arrows at distant targets and can also shoot arro ws upward. Basically, use this technique as your main mov e to target balloons; for stationary balloons aligned vertical ly use "Mai Uzura," and for stationary balloons aligned hori zontally use "Ara Taka," switching techniques according to the balloon arrangement. Balloons that move left and right are harder to hit, but if you first stand on their path and the n attack with "Ran Chidori," it will hit more easily.

Recommended Techniques Ran Chidori, Mai Tsuru, Ara Taka

Beryl

Fixed POINT 1500

It’s best to break ground balloons that are far away w ith "Slash Karazu" and aerial balloons with "Crash Eclair. " Because "Slash Karazu" pierces, you can aim to break balloons lined up in a straight horizontal line at once. H owever, be careful as it won’t hit if you’re too close to th e balloons. Also, if a high-scoring balloon appears in the distant air, you’ll need to free-run to intercept it immedi ately, so be sure to set something like "Runner 1." Re commended skills: Slash Karazu, Crash Eclair

Ines

Fixed POINT 1000

With "Byul Blade," which has relatively long range and little lag after attack, aim to break balloons aligned verti cally or in a fan shape and target balloons that are far a way. The bubbles released by this skill fly radially, makin g it effective against balloons at high positions, but occa sionally a single attack might not reach. In that case, foll ow up with "Mermaid Jeune." After using this skill to fly, i f you want to land immediately and target ground ballo ons, use "Reine High Heel." Recommended skills: Byul B lade, Mermaid Jeune

Kunzite

規定POINT 2500

Although the required points are high at 2500, Kunzit e can earn points more easily compared to other charact ers. On the ground, move while breaking balloons with " Shun'eijin," and use "Rekkuzan" only when breaking ball oons in the sky—this is recommended. Both skills can be learned early and consume little TP. If you set "TP Gain," you don’t need to worry about running out of TP, so foc us on Somas and accessories that increase TC.

Recommended Techniques Shun'eijin, Rekkuzan

Chalcedony

Required POINT 2500

The basic tactics are the same as Kunzite: on the grou nd, rush and attack while breaking balloons with "Toum a Retsusouyoku," and handle aerial balloons with "Tens ho Zankoken." If you haven’t learned "Tensho Zankoken, " you can substitute with "Kouyokusen," but be aware t hat using this skill repeatedly makes you jump too high, causing time loss on landing. After landing, align Calce dony’s position with the ground balloon’s position befor e using "Touma Retsusouyoku."

Recommended Techniques Touma Retsusouyoku, Tensho Zankoken

Garad

Required POINT 1000

The nearby balloons are attacked with "Shunjinken" and b alloons lined up horizontally with "Slash Jaguar." If they are s eparated or lined up vertically, break them with "Ground Ma ul." After activating this technique, if any balloons remain nea rby, pursue them with "Slash Jaguar." If you need to jump hig her, use "Tempest Snake," which throws the axe higher each time you use it consecutively. Before using these techniques, it's also important to observe how the axe emerges from the ground with "Ground Maul." Recommended techniques: Gr ound Maul, Slash Jaguar, Tempest Snake

Arena

COLOSSEUM

The Urayo Colosseum, where many fierce warriors gather, is an excellent facility for o btaining valuable items. Be sure to hone your skills sufficiently before challenging it.

Courses and ranks are added as the story progresses

The colosseum becomes available to participate i n from Hero's Tower King Cross 8 onward. At first, th e courses and ranks you can enter are limited as foll ows, but they will be unlocked as the story advances . However, for ranks from Beginner to SP, you canno t select a rank until you have first won the previous r ank. Also, single battles have ranks prepared for eac h character.

And you can participate in the arena. Talk to the receptionist on the right side of the arena

<Conditions for appearance of each course and rank

Course	Rank	Conditions for appearance
Single/ Party	Beginner	From Hero's Tower King Cross 8 Onward
	Intermediate	After clearing the Beginner rank, starting from South Old Mine Port
	Advanced	After clearing the Intermediate Rank, and also after hidden Village Norkin (2)
	SP	Single: After clearing the party SP rank, clear the Single Advanced rank (only the first time: after clearing Advanced, an opponent will interrupt. The interruption happens only once across all characters.) Party: Clear the Party Advanced Rank (only the first time; after clearing Advanced, an opponent will interrupt)
Extra	—	After the ending, load the cleared data
Secret	—	Clear all Single (for every character), Party, and Extra ranks

Check the rules of the arena

Participation in the arena requires gald, and the entry fee varies depending on the course and rank. Matches basically consist of a total of five bouts (SP rank and Extra course consist of a single bout), and if you win all bouts to the end, you will receive luxur ious prizes. Note that battles in the arena

In arena battles you cannot flee, and only items sup plied for each course can be used. Also, cooking effe cts will not take effect, so remember that the rules d iffer greatly from normal battles. Note that defeatin g enemies does not grant experience points, gald, g rade, or items. <Arena Rules

- Entry fees for each course and rank

Rank	Single	Party	Extra	Secret
Beginner	500	1000	7500 (Uniform for opponents)	10000 (No rank)
Intermediate	1000	2000		
Upper Rank	1500	3000		
SP	2500	5000		

- Except for SP Rank and the Extra Course, five consecutive m atches are held; if you win all of them you receive luxurious prizes.
- You cannot flee from battles.
- Only supplied items may be used
- Cooking effects do not take effect
- In battles you do not obtain experience points, gald, grade, or items

Prizes obtainable in the arena

The prizes for the Coliseum courses are basically as follows: on the first victory you receive items and Gald, and from the second time onward you receive only Gald. Some items can only be obtained in the Coliseum, so aim to conquer all courses. In particular, winning the Advanced ranks of the Extra Battle and Single Battle grants "Namcoins," so clearing those courses is essential to collect all 76 Namcoins.

<Single> SP Rank - List of character titles obtainable by character

Character title	Title
Lightning that races across the battlefield (Single)	
Kohaku Cherry Hurricane	
Hisui Fierce Wind that Pierces the Sky	
"Beryl Prism Colors	
Ines Charisma Lady	
Kunzite	Demon-movement warrior
Chalcedony	Flash that soars across the battlefield
Galad	Battle Conductor

Prize route

Course	Rank	Victory prize
Single	Beginner	[First time] 2 Lemon Gums, 2 Vine Gums, 5,000 Gald [From the second time onward] 1,000 Gald
	Intermediate	[First time] Grape Gummy ×1, Peach Gummy ×1, 10,000 Gald [From the second time onward] 2,000 Gald
	Advanced	[First time] Sage ×1, Lavender ×1, Verbena ×1, Namcoin ×1, 15,000 gald (1) [From the 2nd time onward] 3,000 gald
	SP	[First time] Red Sage ×1, Red Lavender ×1, Red Verbena ×1, Character-specific title (see above), Costume "Another Color" 25,000 gald (2) [From the 2nd time onward] 5,000 gald
Party	Beginner	[First time] Lemon Gummy ×4, Pine Gummy ×4, 10,000 gald [From the 2nd time onward] 2,000 gald
	Intermediate	[First time] Grape Gummy ×2, Peach Gummy ×2, 20,000 gald [From the 2nd time onward] 4,000 gald
	Advanced	[First time] Accessory "Combo Command", 30,000 Gald [From the 2nd time onward] 6,000 gald
	SP	[First time] Attachment "Toro" 50,000 gald [From the 2nd time onward] 10,000 gald
Extra	Cornelpin	[First time] Namcoin ×1, Accessory "Blue Amulet", 75,000 gald [From the 2nd time onward] 15,000 gald
	Crystal Knight [First	[First time] Namcoin ×1, Accessory "Spiritual Press", 75,000 gald [From the 2nd time onward] 15,000 gald
	Silver	[First time] Namcoin ×1, Accessory "Barbatos Ring", 75,000 gald [From the 2nd time onward] 15,000 gald
	Seraph Brothers	[First time] Namco Coin ×1, accessory "Trans Symbol", 75,000 gald [From the second time onward] 15,000 gald
	Incarnose's	[First time] Namco Coin ×1, accessory "Crona Symbol", 75,000 gald [From the second time onward] 15,000 gald
Secret		(No rank) [First time] accessory "Emblem of Dominance", attachment "Ahoge" [From the second time onward] 20,000 gald

*1: For Kohaku, Hisui, Beryl, and Chalcedony, instead of Sage, Lavender, and Verbena, you will obtain Savory, Chamomile, and Saffron.
*2: For Kohaku, Hisui, Beryl, and Chalcedony, instead of Red Sage, Red Lavender, and Red Verbena, you will obtain Red Savory, Red Chamomile, and Red Saffron.

Single Match Strategy

Single battles often present opportunities where one character fights multiple enemies. If you recklessly charge at enemies, you will be subjected to concentrated attacks; therefore, use long-range techniques or moves with high armor-breaking values to keep them at bay while aiming to defeat them one by one. Keep supply items for emergencies.

It is important to set the skills listed below and keep them ready so that you can restore HP and TP when defeating an enemy or at the end of battle. The next page describes each character's fighting style, so get through tough fights using tactics suited to each one's strengths.

To be fully prepared for the next match, before advancing to the next victory, it's a good idea to heal while leaving one enemy remaining.

<Points for advancing in single matches>

- Set "End Repair HP", "End Repair TP", "HP Gain", and "TP Gain"
- Set skills related to Chase Link, such as "Chase Up" and "Chase Heal."
- Equip "Runner" to make it easier to escape from enemies while freerunning.
- Increase resistance to status ailments through skills and accessories.
- Use arts and techniques appropriately according to the situation.
- Defeat enemies that use arts first.

Character-specific strategies

Shing

The movement speed is fast and there is little recovery time after using skills, so this character can handle almost any situation. Start with the long-range preemptive attack "Seikage Renpa," and when th e enemy is staggered, close in and unleash a rapid combo with "Seijin Zeppa."

Kohaku

Immediately after guarding an enemy attack, counter with high-hit moves like "Kasenrin" or with the knockback effect of "Saisin Kya ku." If surrounded, use "Enbu Jin" to hit multiple foes. If you have le arned "Guren Kōrin," you can attack safely from the air.

Hisui

After distancing from enemies with freerun, focus your a ttacks mainly on "Arataka." Because this skill flies through e nemies, it can hit foes lined up in a straight line simultaneo usly. Like normal attacks, it has trouble hitting small enemi es, so use moves like "Harizuzume" or "Senpūgarasu."

Beryl

Beryl's techniques have large recovery gaps after attacks, so avoi d close combat when possible. Use long-range attacks like "Slash 'Ka raazu'" to strike without approaching the enemy. If an enemy gets cl ose, retreat immediately or counter with "Dizzy Typhoon."

Ines

Perform consecutive strikes with "Icicle Eve" while targeting ene mies from above. Since this skill moves backward upon attacking, a djust position with the diagonally forward leaping "Mermaid Jeune." For close combat, the low-recovery "Ice Fleur" is recommended.

Kunzite

For nearby enemies, use piercing rushes like "Shu[illegible]ei Blade" or "K ūkyō Eijin"; for distant foes, respond with "Majin Ken." The final part of "Senkū Kyōei-jin" launches you into the air, so when targeting gro und enemies afterward, use "Majin Ken: Shōga."

Chalcedony

Use "Gōshōrai" to raise physical attack, then strike from a distance with "Sōha Blade." After this technique's jump, aim at the enemy with " Resshōyoku." "Guardian Formation" is convenient for healing, but not e that in semi-auto control mode it activates after moving close to the enemy.

Garad

When an enemy approaches, jump and activate "Hori no Kata" from the air. Then, time another activation to coincid e with the moment the rock protrudes. Since aerial attacks will be your mainstay, equip "Aerial Force."

Single Beginner

Recommended LV 30 | Supplies: Apple Gummy ×3, Orange Gummy ×3

	Name		HP "Steel Body		Resistance
Round 1	Slime	▶P.372	2060	0	Fire Water Earth 風 雷 光 闇
Round 2	OtaOta	▶P.372	1654	0	火 水 Earth 風 雷 光 闇
Round 3	Brown Bear	▶P.372 3245 10 Fire Water Earth			風 雷 Light 闇
	Big Bat	▶P.372 1244 0 Fire Water			地 風 雷 光 闇
4th Battle	Basabasa	▶P.372 2340 0 Fire Water Earth			風 雷 光 闇
	Urufu	▶P.372	2835	0	火 水 Same 風 雷 光 闇
5th Battle	Tortue	▶P.372	3540	10	火 Water 地 風 雷 光 闇

Target enemies with high movement speed

As this is a beginner class, the ene mies that appear are not that strong. The Big Bat that appears in Round 3 and the Wolf that appears in Round 4 have high movement speeds, so st art by taking down these enemies. T he Tortue in Round 5 has high defen se and powerful attacks but moves sl owly. You should be able to fight it sa fely by attacking from a distance.

Tortue's stomps are a three-hit attack. When used, try to block them with Guard.

Single Intermediate

Recommended LV | Supplies: Apple Gummies ×3, Lemon Gummies ×1, Orange Gummies ×3, Vine Gummies ×1, Mix Gummies ×1, Banashi-A Bottle ×3, Liqueur Bottle ×1

	Name	HP	"Steel Body	Resistance
Round 1	Hebihebi (Hebi Hebi) ▶P.372	3608	0	Fire Water Earth Number 光 闇
Round 2	Dodo ▶P.372	4936	0	火 水 地 風 雷 Light 闇
	Melting Pot ▶P.372	5280	0	火 水 地 風 雷 光 闇
Round 3	Armored Boar ▶P.372	5550	0	火 水 地 風 雷 Light 闇
	Emerald Beetle P.3725126		0	火 水 地 風 雷 光 闇
4th Battle	Eggbear ▶P.372	6362	0	火 水 地 風 雷 光 闇
	Mad Worm ▶P.372	3770	0	火 水 地 風 雷 Light Eye
5th Battle	Skeleton Warrior ▶P.372	5864	0	火 水 Eye 風 雷 Light 闇
	Ma ▶P.372	6464	0	火 水 Earth 風 雷 Light 闇
	Poltergeist P.372 4200 0			火 水 地 風 雷 光 闇

Attack before the psychic technique is activated

The Melting Pot in the second battle inflicts poison, and the Mad Worm in the fourth battle uses attacks that cause paralysis. Before attempting this rank, it is important to increase resistances with skills and accessories.

The Emerald Beetle that appears in the third battle frequently attacks with psychic arts and may also recover HP with "First Aid." To avoid a prolonged fight, defeat this enemy quickly.

The Poltergeist in the fifth battle also heavily uses psychic arts, so fight while interrupting its casting.

Single — Advanced

Recommended LV | Supplies: Apple Gumi ×4, Lemon Gumi ×2, Orange Gumi ×4, Pine Gumi ×2, Mix Gumi ×1, Banashii Bottle ×5, Liqueur Bottle ×2

	Name	HP	Steel body	Resistance
Round 1	Bind Cattle ▶P.372	8350	5	Fire Water 地 風 雷 光 闇
	Marine Drill ▶P.372	8510	5	火 水 地 風 雷 Duan Duan 闇
Second Battle	Binding Pot P.372 6982		0	火 水 地 風 雷 光 闇
	Amber Veil P.372 6820		0	火 水 地 風 雷 光 闇
	Aquarex ▶P.372	8700	10	火 Water 地 風 雷 光 闇
Round 3	Killer Tiger ▶P.372	10500	15	Fire/Water 地 風 雷 光 闇
	Pronto Worm ▶P.372	5000	0	火 水 地 風 雷 光 闇
	Siren ▶P.372	6880	0	火 水 地 風 雷 光 闇
4th Battle	Electrical ▶P.372	8800	0	火 水 地 風 雷 Four 闇
	Ice Demon P.372 10000		0	火 水 地 風 雷 Light 闇
	White Jackal P.372 8440		10	Fire Water 地 風 雷 光 闇
5th Battle	Avenger ▶P.372	32000	50	Fire Water 地 風 雷 光 闇

Beware of the Avenger

To prevent the enemy's status-inflicting attacks, raise resistance to weakening and paralysis before challenging it. The Avenger fought in the 5th battle has considerably higher parameters such as HP and armor compared to other enemies, making it hard to stagger. However, all of its attacks have relatively short range, so attacking from a distance makes it comparatively safe to fight.

By the way, the Avenger is an arena-only enemy; even if defeated, it will not be registered in the Monster Encyclopedia.

The Avenger's attacks are all single-hit. If you block with Guard, move away immediately.

Single SP

Recommended Lv 85

Applies: Lemon Gummy ×3, Grape Gummy ×1, Pineapple Gummy ×3, Peach Gummy ×1, Mixed Gummy ×2, Miracle Gummy ×1

Pascal ▶P.373

HP 58000 Steel Body 30

Resistance: Internal Water Area

Attack during the gap in his casting

If you challenge the SP rank as a male character, you will fight Pascal. The psychic arts Pascal uses have wide areas of effect, but all of them have long casting times. If you land several high Steel Body-reduction attacks in succession, he should easily be staggered. Pascal often casts his psychic arts while he is away from you, so stay on the run until he starts casting, then attack immediately after the cast begins to fight safely.

When Pascal approaches, it signals a four-shot long-range blast from his gunstaff. Most attacks can be avoided by freerunning around Pascal. You can evade by moving to get behind him, but the "Proclamation of Doom" is an attack that strikes at your feet, so always guard to block it when it is used.

Be sure to guard immediately when the "Proclamation of Doom" is activated so you don't get hit by consecutive attacks.

Block consecutive attacks, then counterattack

If you challenge the SP rank as a female character, you will fight Hubert. He is a character who excels at close combat and aggressively closes the distance. Compared to Pascal, Hubert has lower Steel Body, so if you guard Hubert's consecutive attacks or dodge them by freerunning and then unleash attacks with high Steel Body-reduction values, you can easily stagger him. As for skills, be sure to equip "Guard Up" to endure attacks and also "Runner" so you can escape when Hubert activates Spil Drive. Incidentally, Kohaku's "Shatter Heart Kick," Beryl's "Crash Éclair," and Ines's "Ice Fleur" have relatively high Steel Body-reduction values and are effective at staggering Hubert.

Hubert ▶P.373

HP 43000 Armor 10

Resistance Water Map 光 Mouth

Beryl can also be effective by continuously attacking with the long-range "Slash Craz" (スラッシュからぁず).

TOPICS Pascal & Hubert

Secret Mystic Arts Collection

Pascal and Hubert, whom you will fight in the arena, are characters from "Tales of Graces F." Like the characters in this title, they also have Secret Mystic Arts, and the cut-ins are original to this game. Fans of the series should not miss this. Also, if you press the button 30 times while Pascal's Secret Mystic Art is active, a special scene will occur—just like in "Graces F"—featuring MechSofi and Sofi.

A special appearance will occur.

Pascal Secret Mystic Art

Hubert Secret Mystic Art

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Party Battles Strategy

Party battles are courses fought with the main party and have more enemies compared to Single-Angle battles. Usable items are limited, so take on fights with a well-balanced party, for example two attackers and two healers. In doing so, set the primary behavior of one healer to "Heal Battle" and equip them with accessories that prevent various status ailments. Especially in intermediate and advanced classes, enemies that inflict status effects like paralysis or petrification will appear, so it is important to raise resistances.

Key Points for Party Battles

- Organize the party by dividing members into attackers and healers
- Equip accessories that prevent status ailments to healers as a priority
- Set the primary behavior of one healer to "Heal Battle" so they focus on healing
- Equip allies who can use artes with "Speed Spell" or "Spell Keep"
- Include party members who can exploit the enemy's weak elemental attributes

Check the weak attribute of enemies appearing in each rank, and if you choose an ally who is attributed to it as the attacker, it will be easier to deal damage.

The arts you use actively should be attributed to Phoenix. If you get into trouble switch the controllable character to the healer to recover and regroup.

Party Beginner

Recommended Lv. Supplies: Apple Gummy ×4, Orange Gummy ×3, Mix Gummy ×1, Poison Bottle ×3, Life Bottle ×2

	Name		HP	Steel Body	Resistance
Round 1	Rabirabi	▶P.372	2726	0	
Round 2	Killer Bee	▶P.372	3066	0	火
	Adamant Bat	▶P.372	3312	0	
	Seven Star	▶P.372	2736	0	火
Round 3	Fungus	▶P.372	3035	0	Fire Water Map
	Zombie	▶P.372	4681	0	Fire Water Earth
	Spirit	▶P.372	2891	0	光 闇
4th Battle	Gargoyle	▶P.372	4050	0	地 風 光 闇
	Drake	▶P.372	4335	5	火 水
5th Battle	Grim Lizard	▶P.372	4156	10	地
	ボス	▶P.372	4094	10	Fire Water Light

Move so you are not surrounded

Enemies that appear in the 1st–2nd battles move quickly and have little recovery time after their attacks, so if you get surrounded they will attack you relentlessly. While there are many enemies, try to stall them with long-range techniques. If a healer ally is targeted, immediately move to intercept so their casting is not interrupted. In the 3rd battle, which has the most enemies in the Novice class, be careful of attacks that inflict Fungus poison and of Spirit mind spells when fighting.

In the Novice class there are many enemies weak to Fire and Light—techniques from Kohaku and Chalc

Party Intermediate

Recommended LV | Supplies: Apple Gummy ×4, Lemon Gummy ×2, Orange Gummy ×3, Vine Gummy ×1, Mix Gummy ×2, Banasyia Bottle ×4, Liqueur Bottle ×2, Life Bottle ×3

	Name	HP	Steel	Body	Resistance
Round 1	Mall Rabbit ▶P.372	6420	0		
Round 2	Rover Club ▶P.372	8520	20		Fire Water Earth
	Gekogeko ▶P.372	7250	0		
	OK Cuttlefish ▶P.372	8300			10 Fire Water
Round 3	Venom Insect ▶P.372	6700	0		Four
	Merman ▶P.373	7500	10		Fire Water
	Woods Worm ▶P.373	7150	0		
4th Battle	Cockatrice ▶P.373	6567	0		
	Grave Tortoise ▶P.373	8350			30 Fire Water
	Salamander ▶P.373	9590			15 Fire Water
5th Battle	Garm Wolf ▶P.373	7580	0		Water
	Grizzly ▶P.373	9050	20		
	Killer Goyle ▶P.373	6750	5		

Beware of petrification attacks

From the second battle onward, many enemies will attack with status-inflicting moves. Among them, the Cockatrice's petrifying breath is particularly dangerous, so when attempting mid-level classes, make sure to raise the entire party's resistance to petrification. In the fifth battle you should prioritize eliminating the Killer Goyle that uses mind magic, but the Grizzly and Garm Wolf will engage in close combat. While running freely to evade attacks from these two, use ranged attacks to interrupt the Killer Goyle's casting.

When Woodsworm's attack lowers your physical defense, use "Dispel" or a similar skill to cure it immediately.

Party Advanced

Recommended LV 70 | Supplies: Apple Gummy ×4, Lemon Gummy ×3, Orange Gummy ×3, Vine Gummy ×2, Mix Gummy ×2, Miracle Gummy ×1, Banashia Bottle ×6, Liqueur Bottle ×4, Life Bottle ×

	Name	HP | Steel	Body	Resistance
Round 1	Uo Uo ▶P.373	8230	0	
	OtakuRO ▶P.373	9020	0	
Round 2	Arachne ▶P.373	9200	0	
	Jellyfish ▶P.373	8800	0	
	Berserk Glove P.373	11800	10	Fire Water Earth
Round 3	Preys Boar ▶P.373	10800	10	Fire Water Earth
	Dragon Tail ▶P.373	9200	0	
	Tosageko ▶P.373	7900	0	
4th Battle	Ancient Golem P.373	30000	30	Fire Water Earth Wind
	Gatekeeper P.373	7150	10	
	"Light Soul" ▶ P.373	5980	0	
5th Battle	Thousand Worm ▶P.373	200000	75	Fire Water West Country
	Binding Worm ▶P.373	5980	0	Water Earth Country No

Petrification countermeasures are essential

The Thousand Worm that appears in the 5th battle has an enormous amount of HP. In a prolonged fight you will run out of HP and TP, so prepare wind-element artes that can exploit its weakness or the "Wind Badge." Also, prepare petrification countermeasures such as "Stone Check." The Binding Worms in the 5th battle will appear repeatedly even after being defeated, but leaving them alone is dangerous. Actively defeat them while attacking the Thousand Worm in between.

The fourth battle's Enchant Golem is easier to defeat if attacked from a distance.

Party SP

Recommended LV Supplies: Lemon Gummi ×4, Grape Gummi ×1, Vine Gummi ×3, Peach Gummi ×1, Mix Gummi Mix ×2, Miracle Gummi ×1, Specific ×1, Treat ×1, Life Bottle ×3

Pascal (Toro) ▶P.373

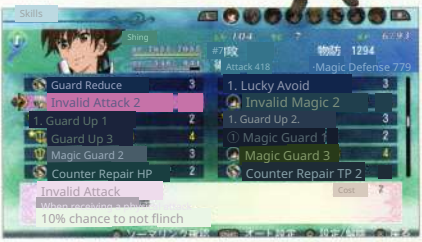
HP 78400 Steel Body 50

Resistance: Earth

Hubert (Black) P.373

HP 63600 Iron Body 30

Resistance: Map



Equip skills like "Invalid Attack" and "Invalid Magic" to at least partially prevent being staggered.

Defeat Hubert (Black) first

When you win first place in the party battle advanced rank for the first time, Hubert (Black) and Pascal (Trollo) will jump in. First, set two allies to act with priority and target the same enemy, concentrating attacks on Hubert (Black), who has armored body and low HP. Assign the remaining non-healer allies to different enemies to interrupt Pascal (Trollo)'s casting. Also, set the healer's tactic priority to fight from long range or otherwise stay away from enemies so they won't be caught by area attacks. When Hubert (Black) approaches allies who are targeting Pascal (Trollo), it's good to attack from a distance so you won't be caught in Pascal (Trollo)'s attacks.

Both Mystic Artes are area attacks, so if the player-controlled character is targeted, use free run to escape to a spot away from allies.

[TOPICS] Vaskal & Hubert Dialogue Collection

Pascal

Hyakka	Full barrage!	Root-and-branch Fire
White Blade of Ice Mist	Freezing!	Chilly Shoot!
Night Hawk's Claw Trade	Hawk Nail!	Bahoo~i ♪
Stardust Breaker	Break Shoot! That hurt a little~!	
Declaration of the End	Alfine! Adooo~n!	
Burn Strike	Bright red~! Ouch, it's hot!	
Ignite Prison	Punishment Fire, Igny-chan!	
Spread	Bright blue! Splash~!	
Maelstrom	Spinning whirl~? Turn as much as you want!	
Cross Wind	Midori~! Slash, slash ♪	
Cyclone	Huge tornado—rampage!	
Secret Mystic Art Activated	Kyuniin!	
秘奥義中1	Let's go, partner!	
During Mystic Art 2	Let's-a-go!	
During Secret Mystic Art 3	Tette—!	
Finishing Secret Mystic Art	Dream Strike... whoaah!!!	
Party Battle Start 1	I'll do my best together with Toro~!	
Party Battle Start 2	All right, I'll do my best~	
Victory 1	Yay~ Tropical yahoo~!	
Victory 2	Greetings~ ♪	

Hubert

New Moon	Let's go!	There!
Deep Moon	What's wrong!	I'll finish this!
Shooting Star	This is the finishing blow	Take this!
Sky Break Ultimate Palm Strike	Ikuu Kaishougeki!	Zeppa!
Twin Swords	Soujinken!	Scatter like dust!
Whirlwind Rending Dash	Senpū Rekku!	Blade of the Vacuum!
Summon Thunder Fang	Raiga Shōrai!	Gather, lightning!
Secret Mystic Art Activated	Prepare yourself!	
Secret Mystic Art	You made me angry... you'll regret it!	
Deciding the Mystic Art	Vanfresh!!	
Battle Start 1	We'll take the bounty!	
Battle Start 2	All right, let's go!	
Victory 1	This is the power of money!	
Victory 2	Good grief, you make me go to so much trouble.	

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Extras is a course selectable when you load cleared data. Instead of choosing a rank, you choose an opponent, and defeating that opponent clears the course. All of the enemies are bosses fought during the story: the "Crystal Knight Duo" are Vairox and Peridot, and the "Seraph Brothers" are Kurinoseraph and Kuro

Asheraf: The "Incarose's" course pits you against Incarose and Incarose ILL. All enemies have greatly increased HP and other stats, so before attempting this course, equip your gear and perform Soma Builds to strengthen your characters.

Challenge the famed warriors. Refer to the party battle tips.

Prizes include "Nam Coins" as well as valuable An accessory will be given.

Extra La Cornel Pin Recommended LV 85

Supplies: Lemon Gum ×3, Grape Gum ×1, Pineapple Gum ×2, Peach Gum ×1, Miracle Gum ×1, Specific ×1, Treat ×1, Life Bottle ×3

Fight while keeping your distance

Cornellpin is a formidable enemy who excels at close-quarters combat. His attacks are dangerous when he uses the roar that raises his physical attack, so try to attack from a distance and include a party member dedicated to healing in the main party. Make Kohaku's martial arts, which can exploit his weakness to fire, your primary attack while keeping distance from Cornellpin. When he attacks while smashing the ground with his axe, use a full-party guard to endure the attack, then strike at the large opening that appears afterward.

Because his steel body is high, it is difficult to stagger him. It is better not to engage in close combat.

Cornelpin ▸P.373

HP 171000 Steel Body 90

Resistance 火 水 Earth Wind Lightning Light 闇

Extra Crystal Knight Duo Recommended Lv 85

Supplies: Lemon Gummi ×3, Grape Gummi ×2, Pine Gummi ×2, Peach Gummi ×2, Miracle Gummi ×2, Specific ×1, Treat ×1, Life Bottle ×3

Defeat Peridot with water-attribute attacks

First, focus attacks on the Peridot, which has low HP, to defeat it quickly. Since it is weak to Water, it is recommended to include Ines in the party. If you have a Water-type Soma, equip it so that not only mental techniques but also normal attacks deal effective damage. However, Peridot often performs techniques in succession, so guard against the enemy's attacks until the end and then counterattack.

Pyrox uses Water-element spells and techniques and also lowers physical defense with "Spoil Armor." Include a healer in the party who has learned "Dispel" or "Anti-Magic," and when physical defense is lowered, heal immediately before taking hits.

Pyrox is weak to Earth. Deal damage with Gald's or Beryl's mental arts.

Bairox ▸P.373

HP 100000 Armor 60

Resistance Instant 水 Earth 風 雷 光 闇

Peridot P.373

HP 92,000 Armor 60

Resistance Fire Water Earth 風 雷 光 闇

Extra Silver

Recommended Lv

Supplies: Lemon Gummies ×3, Grape Gummies ×1, Pineapple Gummies ×2, Peach Gummies ×1, Miracle Gummies ×1, Specific ×1, Treat ×1, Life Bottle ×3

Aim for the opening after an attack

Silva is weak to Water and Light, so you'll want to include Ines or Kalsedony in your party. This enemy has a large recovery window after it attacks, so evade attacks by freerunning while keeping your distance, then land combos during the opening after its attacks. Note that when Silva's HP drops, it will start using stronger techniques. In particular, "Final Player" makes it leap into the air and fire a series of beams from above that hit repeatedly, so guard or avoid with freerun or front step.

Many powerful techniques are dark-element attacks, so raising dark resistance will reduce the damage.

Silva ▶P.373

HP 203000 Armor 110

Resistances: Water Light

Extra Seraph Brothers Recommended Lv 85

Supplies: Lemon Gummy ×3, Grape Gummy ×2, Pineapple Gummy ×2, Peach Gummy ×2, Miracle Gummy ×2, Specific ×1, Treat ×1, Life Bottle ×3

Hurry to defeat Krynoseraph

Kurinoseraph frequently uses support-type mind magic to strengthen status. Since the fast-moving Kuroasaraph becomes troublesome when strengthened, use Shing and Kalsedony—who have a variety of light-element techniques—to attack Kurinoseraph while it is chanting and interrupt its mind magic. The other allies should attack Kuroasaraph. Unlike Kurinoseraph, which can be targeted while chanting, Kuroasaraph moves and attacks extremely quickly. It also attacks many times, leaving few opportunities to counterattack, so a reckless close-range engagement will result in being defeated. Include Kunzite in the party to eliminate Kurinoseraph first and remove the worry of it powering up; then lower physical attack with moves like "Spoil Weapon" before attacking.

When Kurinoseraph begins chanting, unleash "Seizure Star" repeatedly until it staggers.

Kurinoseraph ▶P.373

HP 125000 Armor 60

[Elemental Resistance] Earth Light Opening

Kuroasaraph ▶P.373

HP 105000 Armor 60

Resistances: Fire

Extra Incarloss's Recommended Lv 85

Supplies: Lemon Gum ×3, Grape Gum ×2, Vine Gum ×2, Peach Gum ×2, Miracle Gum ×2, Specific ×1, Treat ×1, Life Bottle ×3

Fight with a recovery-focused party

Both enemies use mind magic, but Incarose tends to use it more frequently. Also, Incarose has lower HP than Incarose ILL, so attack during its chanting to defeat it first. Meanwhile, you must avoid attacks from Incarose ILL. It is very powerful in close combat and will attack from range with "Il Laser." Therefore, make two of the main party members dedicated healers and set their basic action to recovery support. The player-controlled character, together with the remaining ally, should quickly defeat Incarose. Note that as either enemy's HP decreases, they gain additional techniques and, after triggering a Spire Drive, will also use a Mystic Arte. To reduce damage, raise resistance to dark attribute attacks.

"Chaos Emission" has a wide attack range. Keep your distance if it is used.

Incarnose ▶P.373

HP 118500 Steel Body 55

Resistance: Earth/Wind Light Dark

Incarloss (Incarnose) · ILL ▶P.373

HP 170000 Steel Body 70

Resistance: Fire Water Earth Light En

Himitsu Battle Strategy

When you clear all selectable courses (for single battles, clear them for all characters), an extra most-difficult course called "Himitsu" will be added. Matches are the same as party battles, and the final fifth fight is against the rival (?) Armes. Powerful enemies await even before the fifth battle, so be prepared when you take it on.

Armes is weak to Earth attribute. Use spells and techniques from Beryl and Galad to gain the advantage.

Secret

Recommended Lv 100. Provided Items: Miracle Gummy ×1, Speaker ×1, Treat ×1, Life Bottle ×3, Lemon Gummies ×3, Grape Gummies ×1, Pineapple Gummies ×3, Peach Gummies ×1, Mixed Gummies ×2,

	Name	HP	Steel body	Resistance
Round 1	Darkness Spot	P.373 21689	15	Fire Water Earth
	Shunir	P.373 15645	35	Fire Water Earth
	Nepenthes	P.373 17798	25	Fire Water Map Lightning
	Aile	P.373 22974	15	火 水 地 風 雷 Light
Round 2	Sapphire Golem	P.373 25439	30	Fire Water area Rural
	Topaz Golem	P.373 18659	40	Fire Water
	Ruby Golem	P.373 15497	25	Fire Water
	Lava Golem	P.373 21046	40	Fire Water
Round 3	Otaota (large)	P.373 40649	50	Fire Water
	Uoũo (large)	P.373 24938	40	Fire Water
	Ubarba (Large)	P.373 17062	25	Fire Water
4th Battle	Fokaroru	P.373 15674	40	Hi-Mizu Area Taikouen
	Focarold Red	P.373 12469	10	火 水 地 風 雷 光 闇
	Lichtrol	P.373 20167	30	Hi-Mizu Map Kouen
	Dyuk	P.373 2612220		Bunei Land Development
5th Battle	Armes	P.373 250000	100	Hi Mizu Country Kō

Hikari Field

Use the prizes from the Extra Battles

In the first battle there are many enemies that use various status-effect attacks, so have your healer equip the "Blue Amulet" or "Chrona Symbol" obtained from extra battles beforehand.

The third battle is very tough and difficult due to the Otaota group. Prioritize defeating the fast-moving Uparpa (Large) with lightning or light attacks that exploit their weakness, and leave the high-HP Otaota (Large) for last.

When a large enemy jumps, guard against the falling attack.

To gain an advantage in the 5th battle, it's good to conserve Galad's TP.

Attack from the air with the "Moat Form"

In the battle against Ahmes, make Galad a playable character and go on the offensive using attacks from the "Moat Form." With this technique you will create a chase marker on Ahmes to support the attacking ally. Because Galad's TP consumption will become intense, equip "Mental Symbol" or "Moonstone," and save the supplied item "Vine Gummy" for this moment.

If a chase marker appears, switch the controlled character and continue the pursuit.

Path to Conquer the Triverse Gate

EXTRA DUNGEON

A Triverse Gate that appears after the ending. In this dungeon shrouded in many mysteries, new developments await Shing and his companions.

Challenge the most difficult dungeon

If you load clear data that can be saved after the ending, an entrance to Triverse Gate A will appear each in the Undale Mines and the Sheherah Desert, and an entrance to a dungeon called Triverse Gate B will appear on the northwestern island. To explore Triverse Gate B you need the orbs obtained in Triverse Gate A, and the dungeon's difficulty far surpasses that of the main story dungeons. Of course grind levels and complete sub-events to obtain powerful Soma and accessories before attempting it. <Triverse Gate Entrance

Unlike the world where Shing and his friends live, the Triverse Gate exudes a distinct atmosphere. The companions also seem to be sensing that foreign air on the

Triverse Gate B

After the ending, the springs on this continent begin to glow. You cannot proceed further without collecting the orbs, so first head to Triverse Gate A.

Triverse Gate A The ruins located on MAP 4 (p.203) in the Sheherah Desert where you fought the Sand Worm serve as the entrance to the Triverse Gate.

There is an entrance at MAP 3 (p.164) where the mural of the Andeal Mine is located on the Triverse Gate A side. Check the glowing spot near the monument.

How to enter Triverse Gate B

Defeat the boss located at the deepest part of Triverse Gate A

After doing so, you obtain the "Blue Orb" on the Andeal Mine side and the "Green Orb" on the Shehera Desert side. With both orbs in your possession, go to Triverse Gate B and place the orbs on the pedestal at the entrance to proceed further into Triverse Gate B.

You can enter the entrance even without the orbs, but you need the orbs to open the door and advance further.

Steps to enter Triverse Gate B

- Obtain the "Blue Orb" at Triverse Gate A (Andeal Mine side)
- Obtain the "Green Orb" at Triverse Gate A (Shehera Desert side)

↓

Examine the pedestal at Triverse Gate B and fit the two orbs obtained at Triverse Gate A into it

↓

The door to Triverse Gate B opens!

Make sure your items and preparations are perfect

As a dungeon you can challenge only after clearing the main story, every enemy that appears is a formidable foe. Many enemies launch status-inflicting attacks, so in addition to raising various resistances with accessories and skills, you should definitely include healers like Kohaku and Hisui in your main party.

Also, to be able to use料理without hesitation, it is important to restock ingredients. Note that at the entrance of Triverse Gate B, a character will sell you items if you talk to them. Be sure to purchase the necessary items here.

The Mank and Kochinere that appear in Triverse Gate B will cast "Heal." If they are in the enemy party, take them out first.

Rarely appearing Trezoal grant a large amount of experience, so you'll want to be sure to defeat them; however, their physical attack is quite high. Be very careful in close-range combat.

TOPICS Efficiently level up with "miso soup"

Battles at the Triverse Gate are often tough, but the appeal is that each enemy gives a large amount of experience when defeated. When grinding levels, it's efficient to cook the dish "miso soup," which increases experience gained, and fight while consuming it. At that time, if you set the "Sub Ex" skill on characters in the sub party, you can raise everyone evenly.

You can buy it at the Norquint tool shop. The "miso" needed for "miso soup" is

Obtain each character's strongest armor

Some enemies appearing in the Triverse Dungeon drop special materials such as "Kagayaki \"Nen-seki\"". These are required to obtain each character's exclusive strongest armor/torso. There are also enemies that drop the strongest armor headpieces, and these pieces become powerful allies in clearing Triverse Gates. Aim to collect every type.

Many of the target items and equipment are dropped by the enemies of Driver Gate B.

Exchange materials for armor/torso

If you enter the uninhabited hideout built in the southeast of the world map while carrying materials for the strongest armor, two people named Alto and Nephrite will appear. From then on, by speaking to him he will create armor/torso equipment corresponding to the materials you have gathered. Each recipe requires 10 of the necessary material, and the material type differs for each character. Using the table below as a reference, collect the materials, put the character you want the armor/torso made for at the top of the party, and talk to Nephrite. Note that he will only make one piece of each armor, and they cannot be sold.

Location of the hideout

Even if you collect the required number of armor materials, you cannot hand over the item unless you put the corresponding character at the top of the party and speak to them.

When equipping the crafted armor/body, the resistance to the attribute each character s Beryl's "Magisatulle" raises resistance to all attributes.

Craftable Armor - Body and Required Materials

Characters who can equip	Protective Gear	Required materials	Enemy that drops the material	Locations where it appears
Shing	Saro Scardia	Stone ×10	Croshe	Triburse Gate B (3rd floor) MAP 6, Triburse Gate B (lowest floor) MAP 1
Kohaku	Kagutsuchi Kagura	Flame Soul Stone ×10	Tranchan	Tri-Purse Gate B (1st Floor) MAP1. 2.5
Hisui	Itsunagi	×10	Sauria	Triverse Gate B (2nd Layer) MAP1 and 5
Beryl	Magisa Turella	Rainbow Soulstone ×10	Kochinele	Triverse Gate B (3rd Layer) MAP1, 3, 6, Triverse Gate B (Lowest Layer) MAP1
Ines	Pale Valkyrie	Ice Soulstone ×10	Siren	Driver's Gate B (2nd Layer) MAP2, 3, 5
Kunzite	Hellebrau Panzer	Stone ×10	Onpuru	Triverse Gate B (3rd Layer) MAP2 and 6, Triverse Gate B (Lowest Layer) MAP1
Chalcedony	Knight of Order	Sacred Thought Stone ×10	Munk	Driver's Gate B (1st Layer) MAP1, 2, 5
Garad	Haospultus	Thought Stone ×10	Bouve	Triparse Gate B (bottom floor) MAP 1

Check enemies that drop the strongest head armor

The strongest head armor for each character — Shing, Kohaku, Calsedony, and Galard's items are dropped by enemies in Triparse Gate B; items for the others are dropped by enemies in Triparse Gate A. Note that the head armors obtainable in Triparse Gate A differ between the Andeel Mine side and the Sheherah Desert side, so be careful not to confuse them. Also, some enemies drop highly effective accessories, so obtain those as well.

Of course, increases to each parameter, It's nice that TC also increases.

Armor/Headgear dropped by enemies

Equipable character	Armor Head	Enemies that drop them	Locations where it appears
Shing	Rubellroad	Dyuk	Triverse Gate B (2nd Layer) MAP 4
Kohaku	Amatsu Sakuya	Kor Sarge	Driver's Gate B (3rd Layer) MAP 4–6. Triaverse Gate B (Lowest Layer) MAP 1
Hisui	Natuas Sniper Shovusuri		Triaverse Gate A (Andel Mine side)
Beryl	Iris Papillon	Sanglier	Triaverse Gate A (Sheherah Desert side)
Ines	Neyres Flosse	Lapan	Triaverse Gate A (Andel Mine side)
Kunzite	Zeen Krieger	Due	Triaverse Gate A (Sheherah Desert side)
Chalcedony	Pregaredea	Macchia Venti	Triaverse Gate B (Lowest Layer) MAP 1
Garad	Ebony Wylde	Rue	Triaverse Gate B (2nd Layer) MAP 1 and 5

Accessories dropped by enemies

Accessory	Enemies that drop them	Locations where it appears
Feat Symbol	Satanophany	Triverse Gate B (1st Floor) MAP1 and 2
Black Onyx	Dinosol	Triverse Gate B (3rd Floor) MAP1 and 3
Brutalisman	Chevalier	Triverse Gate B (1st Floor) MAP3
Moonstone	Dauphin	Triverse Gate B (3rd Floor) MAP6
Laurel	Fleur	Triverse Gate B (1st Floor) MAP4

TOPICS Increase item acquisition rates with cooking

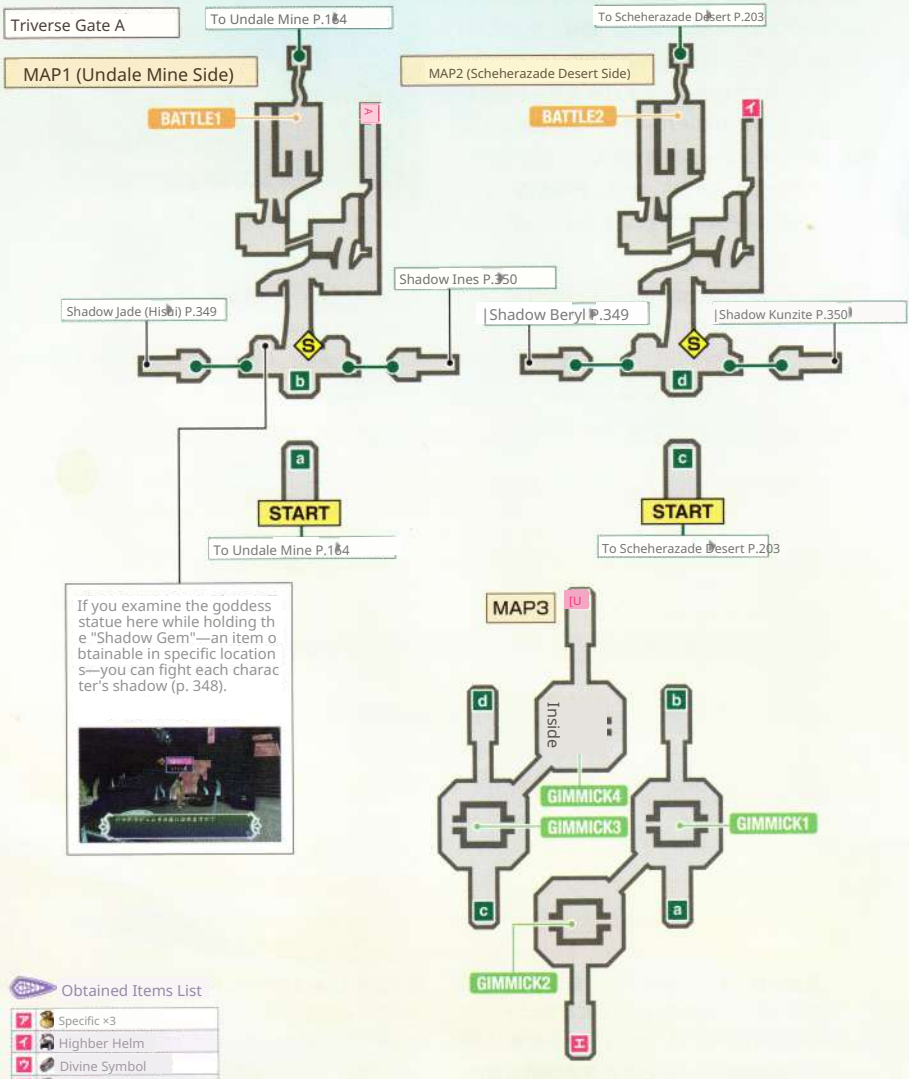
The materials and armor for the strongest equipment — the headpiece have a very low drop rate from enemies. Because you need to collect 10 materials to craft the armor, the chance of encountering the items is quite low.

Use "Miso Oden" to increase the drop rate. For head armor, use the effect of "Miso Pudding," which raises the acquisition rate of items registered in the Monster Encyclopedia.

"Miso Oden" is Kunzite's specialty dish. If your cooking level is insufficient, have Kunzite make it to increase the success rate.

To shorten travel time, use the "High Dark Bottle," which increases encounter rate while moving, and traverse the map.

Map



Obtained Items List

Specific ×3	
Higher Helm	
Divine Symbol	
Aifreed Hat	

Enemy Data (Andel Mine Side) ▶P.368

Shovusuri
HP 17500 Copper Body 0
Resistance: Water, Ground, Light

Lapan
HP 21000 Bronze Body: 0
Resistance

Arenie
HP 18800 Steel body 0
Endurance Hideta Mitsuzono

Macchia Seii
HP 20500 Armor 10
Endurance Eikoku-kun

Macchia Cinque
HP 16400 Armor 10
耐性

Enemy Data (Shehera Desert Side) P.368

Monstrul
HP 32800 Steel Body 40
Patience 44

Sanglier
HP 26200 Silver Body 0
Resistances: Fire, Water, Earth, Wind, Light

Due
HP 19500 Bronze Body
Resistances: Fire, Water, Map

Torushu
HP 22400 Torso 50
Resistance: Chikutaden Koen

Makkia Quattro
HP 26500 Armor 10
Resistance: Shijiji Tanpuku

Makkia Quindy
HP 21820 Steel Body 10
Resistances: Fire Water Earth Field Light

GIMMICK 1-4 Move the pillars to reflect the heat beam

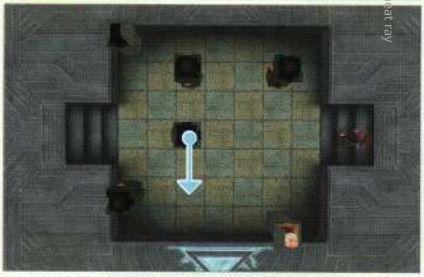
The gimmick of MAP 3 is to emit a heat beam from the pillars that are producing flames, reflect it off all the pillars, and guide it to the goal. If you place the movable pillars in the correct positions and then examine the floor switch, the heat beam will be fired.

If the pillars are set correctly, a path forward will appear. Refer to the illustration below for the correct positions of the pillars. Note that GIMMICK 2 and 4 do not need to be solved to proceed, but you may want to clear them to open the two treasure chests.

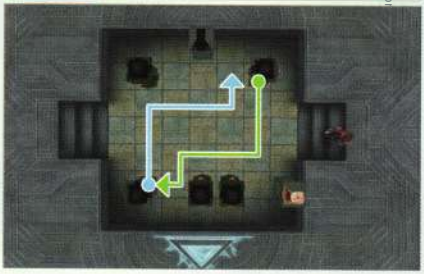
Indicates the direction in which it is reflected. The red part on the pillar is a heat ray

Examine the triangular switch. If the pillar finishes moving, check the floor

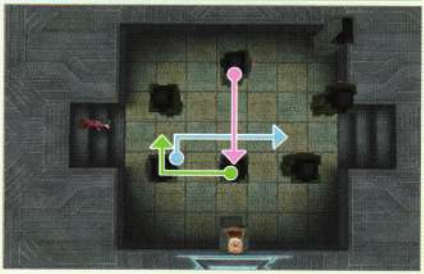
Correct answer for GIMMICK1



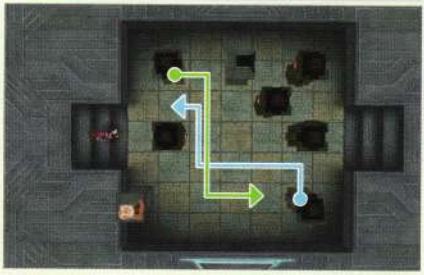
Correct answer to GIMMICK2



Correct answer to GIMMICK3



Correct solution to GIMMICK4



Order and directions for moving the pillars: 1st, 2nd, 3rd

BATTLE1 Fire- and Light-element artes are effective

Yultim Delos attacks with techniques that cause poison and weakening effects, so raise your resistances with various accessories and skills before entering the battle. For the main party, it's recommended to include Shing, Kohaku, and Chalcedony, who have a variety of fire- and light-element artes that can exploit the boss's weaknesses. In that case, set Kohaku and Chalcedony to avoid using non-fire and non-light offensive artes, so they will accurately hit the enemy's weaknesses.

In battle, make Shing the controlled character to engage in close combat; when the enemy is staggered, all members should press the attack at once. Since the enemy has high physical attack, be sure to guard against particularly powerful lunging rush attacks.

Yultim Delos ▶P.368

HP 286426 Steel Body 155

Patience Fire Water Map Light

Drop: Elemental Crest [100%]

Decay Poison

Stealable —

While the enemy is staggered, repeatedly using arts that allow you to attack from a distance is also an option.

·Be careful of attacks

Mist of Corrupt Thought

Creates a mist with poison and weakening effects within a certain range centered on itself. It hits repeatedly, so either fully guard against it or move away immediately.

Charge

It stretches its neck and charges quickly. Not only is it powerful, but it also easily causes stun, so guard immediately.

BATTLE 2: It's dangerous to engage in close combat

Soleil Levan is strong in close combat; if you carelessly approach, you'll be counterattacked with consecutive strikes. Its steel body is high, leaving few chances to retaliate in melee, so fight mainly with ranged attacks here. Specifically, include Hisui, who can heal the whole party and also perform ranged attacks, and add Beryl or Galad, who have many arts that can exploit the enemy's weaknesses, to fight safely. Also, choose food and accessories that raise physical defense. During battle, always keep your dis

4066006007

Soleil Levan ▶P.368

HP 328524 Steel Body 140

Endurance Fire Water Map Hikari Garden

Drops Mam-Bain [100%]

Stealable —

If you equip the attacker with an "Earth Badge," they can deal damage efficiently.

Dangerous Attacks

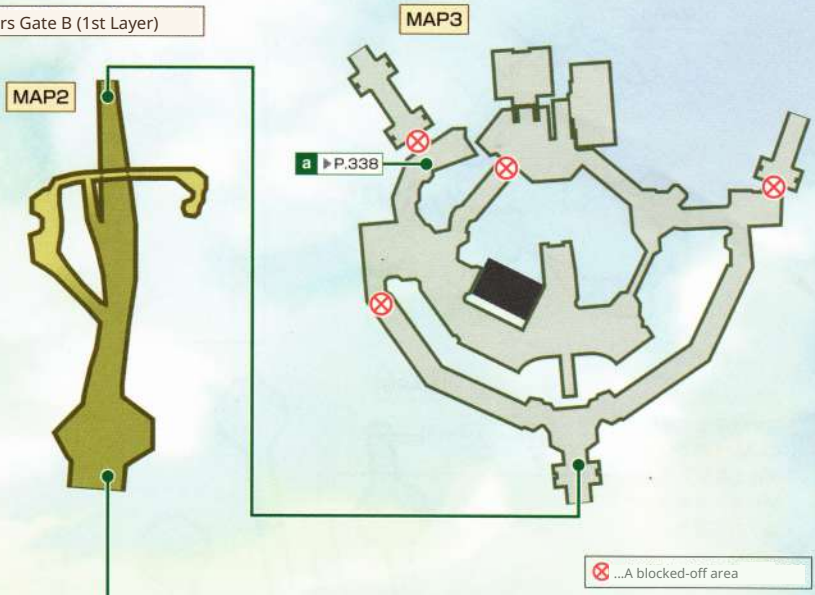
Ranfuu (Wild Dance)

Combine normal attacks and skills to perform consecutive strikes. If you take the full sequence, your HP will be greatly reduced, so it's dangerous.

Ram Onbur

An attack in which it charges while holding its spear; if hit, physical attack and physical defense will be lowered. Immediately have a healer use "Dispel" or similar to cure it.

Tri-Bars Gate B (1st Layer)



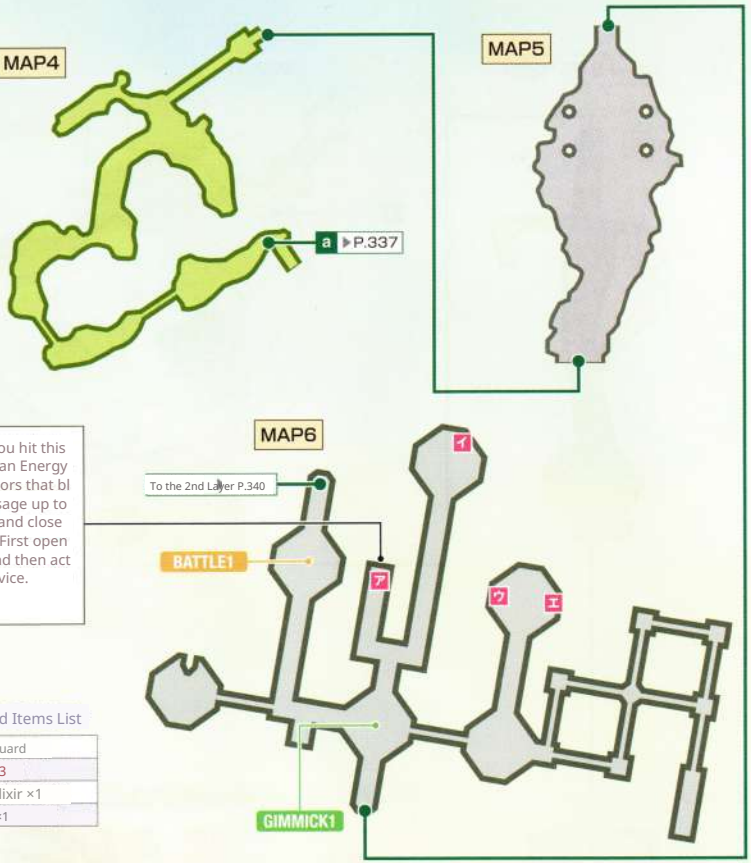
There is a pedestal for inserting a jewel orb

The two jewel orbs obtainable at Tr iverse Gate A can be fitted into the pedestal at the entrance of Trivers e Gate B. When both are placed, th e door opens and you can proceed to the 1st floor of Triverse Gate B.

You can travel between floors via the magic circle

Defeating the boss on each floor allows y ou to travel between this magic circle an d the floor where the boss was located. T here is an item shop at the entrance, so a fter defeating a boss, return to the entra nce via the magic circle to prepare befor e heading to the next floor.

Triverse Gate B (1st floor)



Each time you hit this device with an Energy Shot, the doors that block the passage up to there open and close alternately. First open the value and then activate the device.

Obtained Items List

ア	Imperial Guard
Peach	Gummy ×3
ウ	Omega Elixir ×1
エ	All Divide ×1

<Enemy Data P.308>

Myxomycete
HP 20750 Copper Body 0
耐性 火 水 地 疫 念 光 闇

Trezol
HP 51675 Armor 80
Resistance Four 風 疫 光 闇

Satanophany
HP 24000 Silver Body 0
耐性 火 水 地 疫 念 光 闇

Tranchan
HP 22200 Armor 10
Resistance Four 疫 念 光 闇

Munk
HP 20500 Steel body
Resistance: Four Revival 光 闇

Chevalier
HP 21980 Steel 10
Resistance: Four Lipid Court

Cadavre
HP 28000 Steel body
Resistance: Four Instant Recovery 光 闇

Sukuretto
HP 23000 Steel 10
Resistance: Four Four 光 闇

Fleur
HP 22000 Armor 10
Resistance Fire Fire/Earth Resistance

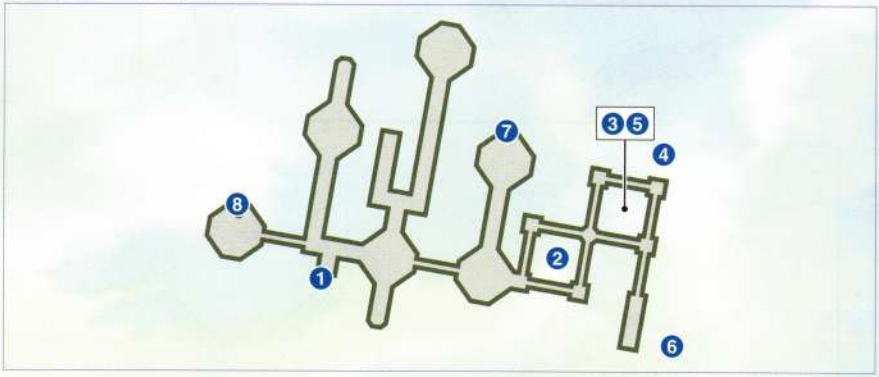
Gargoyle
HP 19800 Steel 10 体
Resistance Water Earth Farm

GIMMICK1 Activate the device with an Energy Shot

On MAP6, devices that are activated by an Energy Shot are installed in many places; activating these in the correct order will open the path. The device immediately west of the entrance ❶ when activated will allow you to cross to the east, so refer to the map below and activate the devices in sequence. Note that this map has no save point, so if you want to save you need to return to MAP1.

⑤ When activating the device, this Return to the position before firing.

Order to activate the devices



BATTLE1 Reduce spell damage with party-wide guard

You will have to face Ark Deus and Deus Reaper at the same time. Ark Deus uses powerful psychic arts and has high defense, so it is difficult to stop its casting by attacking. Among them, fire-element psychic arts have a wide area of effect and high power, so when they are unleashed, defend with party-wide guard. The Deus Reaper will revive after a certain time even if defeated, so prioritize eliminating it first with light-element attacks that exploit its weakness, and attack Ark Deus while it is down. At that time, repeatedly using techniques with few openings that easily break defense—such as Shing's "Stardust Break" or Ines's "Ice..." or "Ruru"—will not only stagger the enemy more easily but also hit their weakness, allowing you to deal effective damage.

because it revives, defeat it first with light-element attacks that exploit its weakness, and attack Ark Deus while it is down. At that time, repeatedly using techniques with few openings that easily break defense—such as Shing's "Stardust Break" or Ines's "Ice..." or "Ruru"—will not only stagger the enemy more easily but also hit their w
eakness, allowing you to deal effective damage.
g it first with light-element attacks that exploit its weakness, and attack Ark Deus while it is down. At that time, repeatedly using techniques with few openings tha

Deus Reaper is (against) Shing and Karu
Attack with Cedony's light-element techniques.

Arc Deus ▶EXP 368

HP 353586 Steel Body 120

Resistances: Fire Water Earth Ma Garden Light

Drop Elemental Cloak [100%]

Stealable —

Increase fire-element resistance with "Magic Guard" and equipment.
Increase fire-element resistance with "Magic Guard" and equipment.

Deus Reaper ▶EXP 368

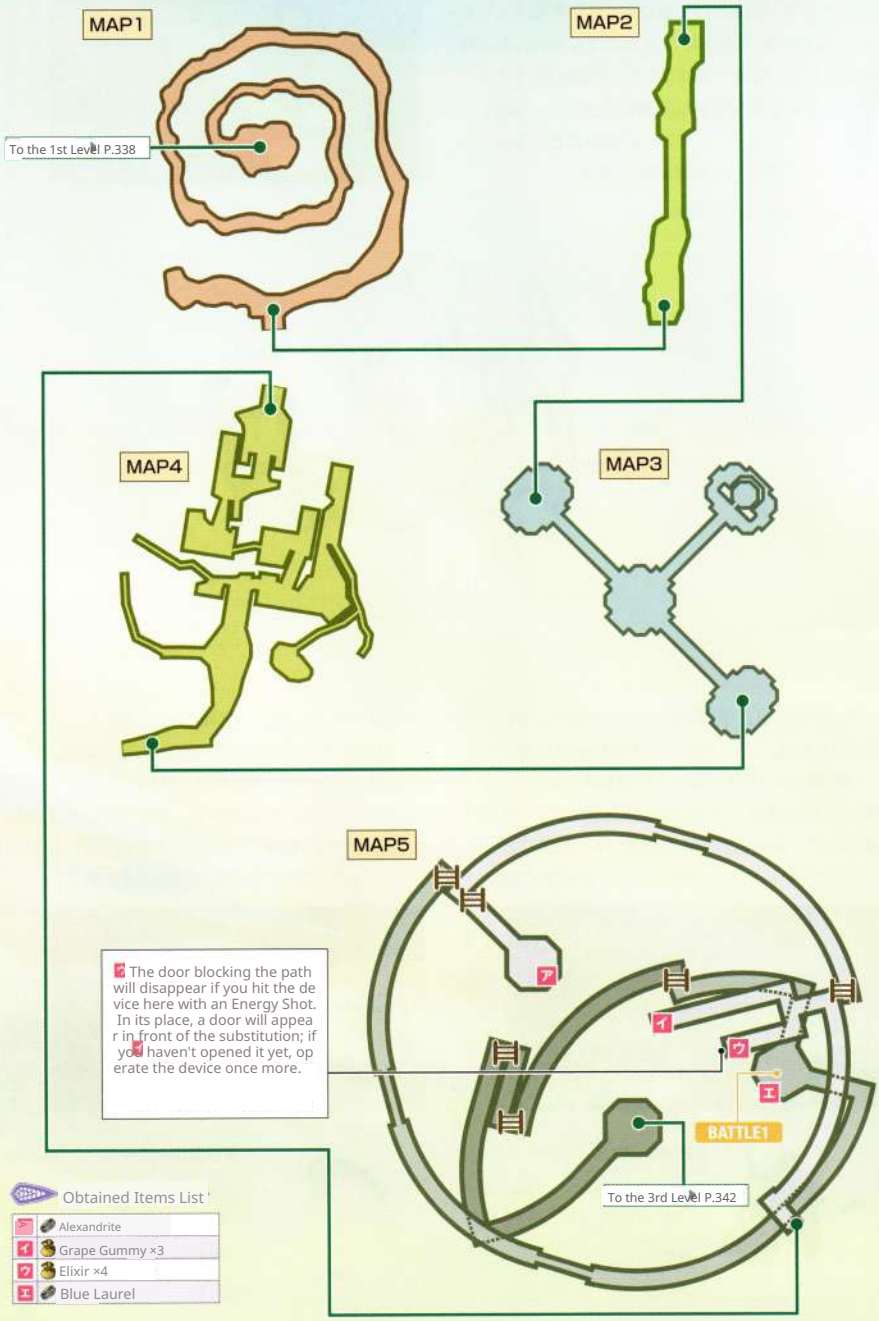
HP 33550 Iron Body 30

Resistance Medical Net

Drops —

Stealable —

Triverse Gate B (2nd Layer)


MAP1
MAP2
To the 1st Level P.338
MAP4
MAP3
MAP5
ア The door blocking the path will disappear if you hit the device here with an Energy Shot. In its place, a door will appear in front of the substitution; if you haven't opened it yet, operate the device once more.
ア
イ
ウ
エ
BATTLE1
To the 3rd Level P.342

Obtained Items List

ア	Alexandrite
イ	Grape Gummy ×3
ウ	Elixir ×4
エ	Blue Laurel

• Enemy Data P.368

Tetaaru
HP 21500 Steel body
Resistance: Four Earths

Trezol
HP 51675 Steel 80
Resilience Suichikokōen

Owazo
HP 21800 Steel Body
Resistances: Fire, Water, Earth, Light

Sauria
HP 24600 Torso 25
Resistances: Four, Water, West

Rue
HP 25500 Steel Body 15
Patience Mine Hikari-en

Mutation
HP 24220 Steel Body 10
Acidic Britain Lightning Cat

Siren
HP 23000 Iron Body 30
Resistance: Four Earths

Shunīru (Shunir)
HP 19500 Iron Body 30
Resistances: Fire, Water, Earth, Wind, Thunder, Light Patience Water

Macchia Due
HP 23400 Steel Body 20
耐性 火 水 地 風 雷 光 闇

Macchia Tre
HP 22250 Armor 25
耐性 火 水 地 風 雷 光 闇

Pivoine
HP 23820 Steel Body 40
"Resistance: Water, ???"

Dyuk
HP 45000 Steel Body 70
耐性 火 水 地 風 雷 光 闇

BATTLE 1: Raise petrification resistance before engaging in battle

Corel Demondo and multiple Veils appear, and Veil s have the property of reappearing a certain time aft er being defeated. Both frequently use attacks that p etrify, so a reliable prevention method like "Stone Ch eck" is essential. Also, because the fight tends to beco me a long one, prepare plenty of healing items. For t he playable character, Shing or Kunzite, who can expl oit weaknesses, are recommended. First reduce the n umber of Veils, and before they reappear, attack Core l Demondo.

If it's Kunzite's "Instant Shadow Blade", the technique comes out quickly and can hit a c simultaneously to stagger them. It consumes little TP, so use it repeatedly.

Corel Demonde ▶P.370
HP 455661 Steel Body 135
Resistance: Four Landmine Light Four
Drops Blue Amulet [100%]
Steal -
Stone

Veil ▶P.370
HP 19232 Armor 10
Resistances: Earth, Wind, Thunder Light
Drop —
Stealable
Stone

<Caution Attack>

Sweeping Slash

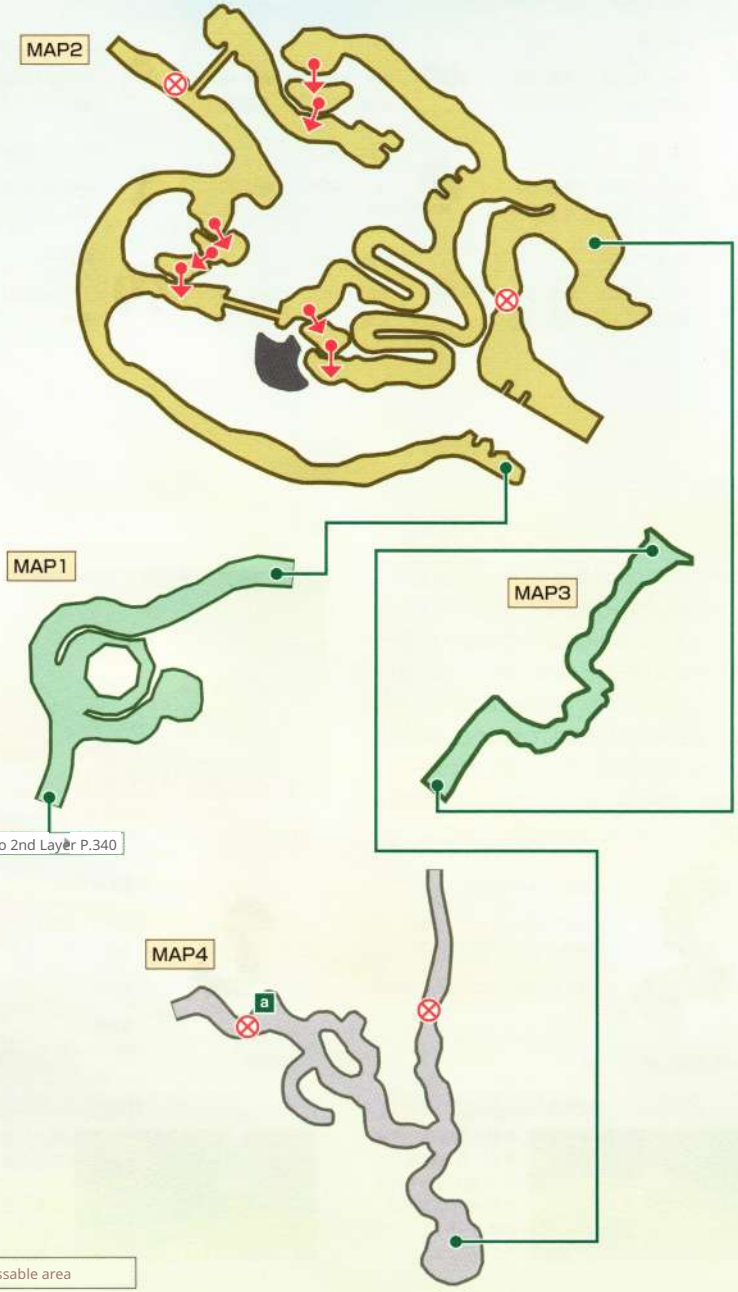
Turns around and attac ks the surroundings. Its area of effect is wide, an d depending on position ing it can hit allies. Use a party-wide guard to properly defe

Defend properly.

Spitting Sand

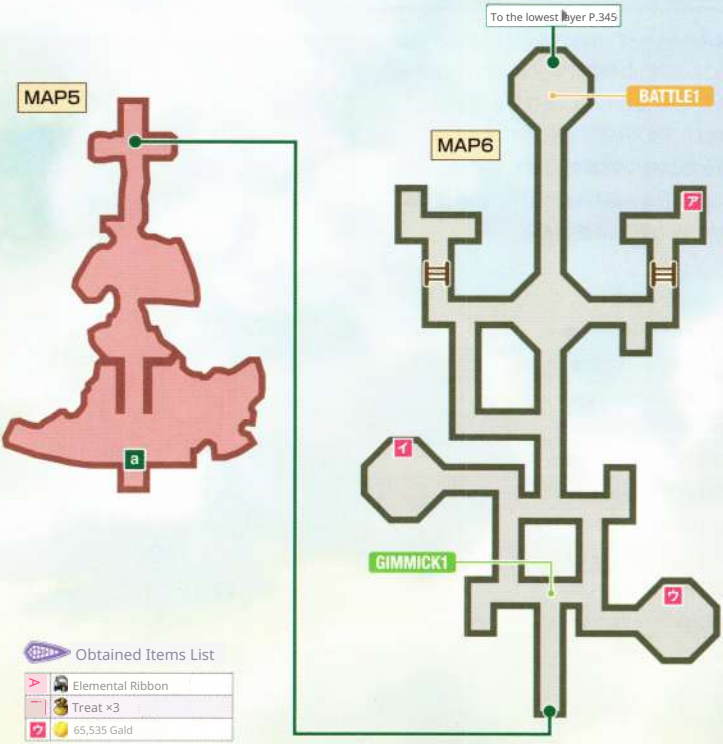
Spits sand forward. It does not spit directly d ownward, so if you gu ard while pressed clos e, you can minimize th e damage taken.

| Triverse Gate B (3rd Layer)



| To 2nd Layer P.340

X... An impassable area



Obtained Items List

Elemental Ribbon	
Treat ×3	
65,535 Gald	

・Enemy Data P.368

Balajit
HP 22400 Armor 10
Resistances: Fire, Water, Earth, Country, Light

Trezol
HP 51,675 Armor 80
Resistance: Water

Kochinele
HP 19,700 Steel Body 20
Resistances: Water, Earth, Wind, Thunder, Light,

Dinosol
HP 34,000 Iron Body 30
Resistance: Fire, Water, Light, Garden

Omblr
HP 22200 Steel Body 5
Resistances: Fire, Water, Earth, Country, Light

Buzz
HP 24500 鋼体 10
Resistance: Fire, Water, West Coun

Beck
HP 31800 Iron Body 30
Resistance: Four

Koshumaru
HP 27500 Armor 10
Resistance: Light

Mimesis
HP 26800 Steel Body 5
Resistance: Fire, Water, Earth, Wind, Light

Guraiul
HP 32200 Steel Body 20
Resistance: Fire, Water, Earth, Mine, Light, Garde

Kor Sarge
HP 29500 Steel 10
Resistances: Fire, Water, Map

Shigogne
HP 28800 Steel Body 0
Poison, Decay, Multiplication, Petrify, Seal Resistance Location

Dauphin
HP 31000 Steel Body 15
Resistance: Wind, Light

Kloshe
HP 35600 Armor 10
Resistance: Fire, Water, Earth, Field, Light

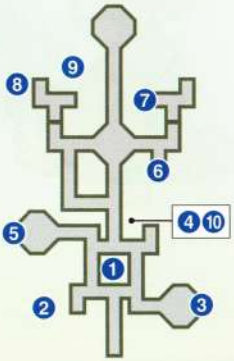
GIMMICK1 Use the Sorcerer Ring corresponding to the three-colored devices

MAP6, like the Salvation System Gardenia visited in the story, requires using the Sorcerer Ring of the same color on three-colored devices to move pillars and floors that block the path as you proceed. If you follow the steps below to the end, activate the device when returning to the entrance. However, when you visit MAP6 again, you will need to restart from step 2 to proceed.

Open the treasure chest placed beside the device. Proceed forward after doing so.

● Order to activate the devices

1. Shoot the 【Red】 device with an Energy Shot
2. Shoot the 【Blue】 device with an Energy Blow
3. Shoot the 【Green】 device with an Energy Link
4. Shoot the 【Blue】 device with an Energy Blow
5. Shoot the 【Red】 device with an Energy Shot
6. Shoot the 【Red】 device with an Energy Shot
7. Shoot the 【Blue】 device with an Energy Blow
8. Shoot the device [Red] with an Energy Shot
9. Shoot the device [Green] with an Energy Link
10. Shoot the device [Blue] with an Energy Blow



BATTLE 1: Long-range attacks of Wind and Water attributes are effective

The "Flare Claw Burst" used by Gatmum Jaws is a fire-attribute attack that affects a wide area in front and hits three times in succession. If you take all of these hits, there's a high risk of being incapacitated, so attacking head-on is forbidden. Take advantage of Wind and Water arts and skills, which can exploit its weaknesses.

Include allies proficient in these attributes in your main party, and deal damage from the rear and sides with long-range attacks.

Recommended playable characters are Hisui, who can use wind-attribute techniques such as "Toki Tsubaki" and "Mai ". While fulfilling a healing role, attack with these techniques.

Gatmum Jaws ▸P.370

HP 657063 | Steel Body 250

Resistances Fire Water Earth Curse Curse Curse Curse

Drops World Check [100%]

Stealable —

If there is a Beril who can use water-attribute thoughts, it becomes easier to deal more damage.

Dangerous Attacks

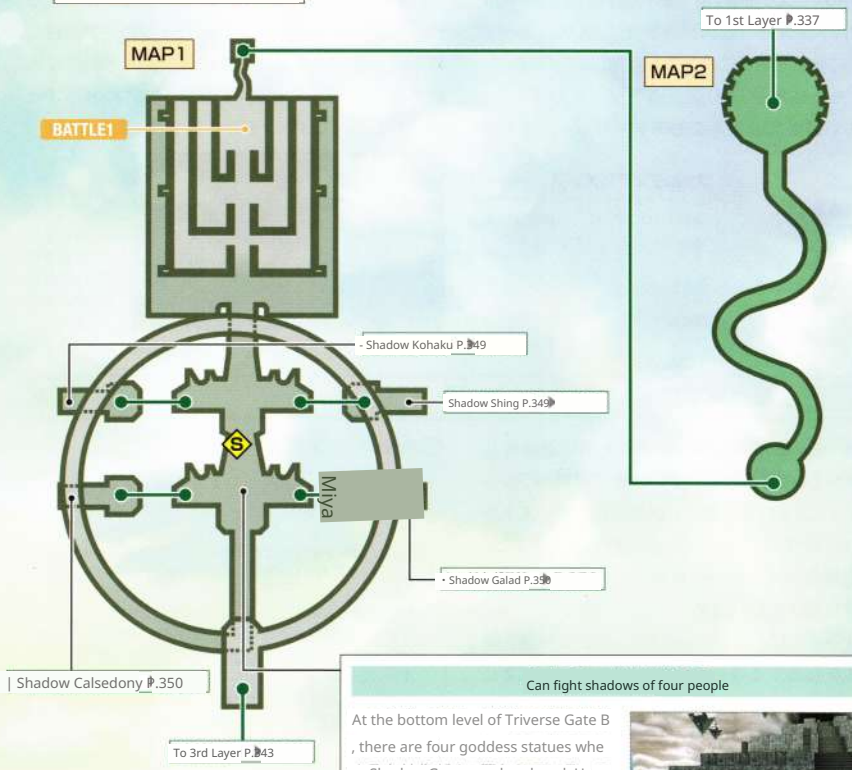
Bomb Rock

Emits three lava streams radially. The lava falls to the ground and explodes after a certain amount of time, so do not approach.

Jump Attack

Causes explosions in four directions upon landing. The area of effect is wide and the damage is large, so if the enemy jumps, guard immediately.

Triverse Gate B (Lowest Floor)



Can fight shadows of four people

At the bottom level of Triverse Gate B , there are four goddess statues where Shadow Gems can be placed. Here , you can face off against four Shadows: Shing, Kohaku, Chalcedony, and Galad.

<Enemy Data P.308

Balajit
HP 22400 Armor 10
Resistance Earth Country Light Garden

Trezol
HP 51675 Armor 80
耐性 火 水 地 風 雷 光 闇

Kochinele
HP 19,700 Steel Body 20
Resistance Ice Landmine Light Garden

Omblr
HP 22200 Steel Body 5
Resistance: Fire Wind [Light Concave

Guraiul
HP 32200 Steel Body 20
Resistance Four Garden Time Bright

Kor Sarge
HP 29500 Armor 10
Endurance Suikōen

Kloshe
HP 35600 Steel 10
Resistance West Garden

Bouve
HP 34500 Steel Body 70
(Xie Xing Wang

Maccia Grande
HP 31200 Steel Body 40
[Resistance Four Country L

Macchia Venti
HP 36500 Steel Body 40
Resistance Four Water Field Country Light Garden

BATTLE1: Prepare thoroughly and challenge the strongest boss!

At the deepest part of the Tri-verse Gate (lowest la yer), a battle with Fal Diarmeas awaits. To fight this t op-class boss on equal terms, you need to be at leas t level 120. In addition, prepare the best possible ski lls and equipment, and fully stock recovery items.

Fal Diarmeas P.370

HP 1000000 Armor Body: 270

耐性 火 水 地 風 雷 光 闇

Drop —

Stealable —

Also replenish items to the maximum. It is also imp ortant to understand the activation conditions and 解除 method for the enemy's move "Phinis Oligo" u sed under certain conditions. Other techniques are powerful as well, so to avoid being incapacitated in one hit, consider halving damage with "All Divide".

Given its high HP and Armor Body a prolonged bat tle is unavoidabl e. Be prepared for a fierce fight and then challenge it.

POINT 1 Prevent status changes caused by elemental attacks

Most of Faldialmears's attacks are imbued with el ements; when hit, your resistance to that element w ill decrease. Make sure every ally has either a skill e quipped to prevent status changes or an accessory that does so. Also, raise each elemental resistance t o reduce damage from the enemy's elemental attac ks.

By the way, recommended party members includ e Hisui, who can both heal the whole party and use r anged attacks, and Beryl, who can cancel elemental orbs with various elemental arts (see the strategy be low).

Preparation before battle

- Cook either "S Miso-Grilled Rice Ball," which raises max HP a nd max TP, or dishes like "Sukiyaki," which raise physical att ack and physical defense parameters.
- Equip every member with an accessory that prevents status changes. Alternatively, set the "Status Guard" skill.
- Set skills that strengthen chase links, such as "Chas e Up," "Time Ad Hit," "Time Ad Move," "Cross Active, " and "Time Ad Cross."
- For magic attackers and healers, equip "Speed Spell" and "Spell Keep."
- To reduce the chance of a party wipe, set "Phoenix" and "Lucky Keep."

POINT 2 Check the activation and解除conditions of the elemental orbs

When we receive an elemental attack, the elemental orbs on Faldialmears's back begin to glow. The type of glowing orb corresponds to the element that dealt the damage, and if all of these orbs light up, the big move " Phinis Oligo" will activate. The lighting of these elemen tal orbs can be解除under the conditions below; the ele ments that can be解除depend on the arts used and the main conditions for解除of elemental orbs.

- Activate Mystic Artes and Linked Mystic Artes imbued with th e elemental orb's corresponding element
- Stagger enemies using attacks infused with the element co rresponding to the Attribute Orb. ● While enemies are stagge red, perform attacks infused with the element corresponding to the A
- During a Chase Link, perform an attack imbued with the eleme nt corresponding to the elemental orb
- Enemy activates "Phynis Oligo" (all elemental orbs are dispelled)

The attribute corresponds to the element of righteousness. For exam ple, if you attack with a fire-attribute skill and meet the conditions, the fire-attribute orb that is lit red will be released and go dark.

During battle, always check the elemental orbs that are lit, and flexibly switch between techniques that can dispel those orbs as needed.

Skills such as "Chase Up" and "Spill Upper," which make it easier to meet the conditions to extinguish the elemental or

POINT3 Move to the edge of the screen when "Phinis Oligo" is used

"Phinis Oligo" lands at the center of the battlefield and then its attack range gradually expands outward. If you are at the edge of the battlefield, you can minimize damage, so by always fighting at the edge you can at least minimize damage to the controlled character. When six attribute orbs light up, focus on evasion and perform a full-party guard at the edge of the battlefield.

and escaping is best. Switch control to the healer and, whether using a skill or

POINT4 Maneuver to prevent attribute orbs from lighting up

When combat starts, lure Faldialmeas with the controlled character to an empty edge of the field and engage in close combat. Set other allies to perform ranged attacks from distant positions. When engaging in close combat with the controlled character, attribute attacks prioritize guarding over attacking to avoid having attribute orbs light up. When attacking, use skills with as few openings as possible. If you endure enemy attacks long enough for the Spirit Gauge to fill, use a Mystic Arte that can clear lit attribute orbs to deal massive damage.

Can deactivate lit attribute orbs
Use techniques to attack.

Dangerous Attacks

Saturni Terra

Earth-attribute attacks have a wide area of effect. They are hard to avoid, so guard against them.

Solis Radius

Long-range light-attribute attack. It penetrates, so do not stand directly in line with allies.

Magic Circle

Magic circles of each element appear. The effective range and other properties differ depending on the

The orb does not light up. If you can guard against the enemy's attribute attacks, it is the path to conquering the Triverse Gate

TOPICS A new development in the ending!

After defeating Faldialmeus, go back to Gardenia once more, defeat Creed, and try clearing the main story again. After the normal ending finishes, another ending depicting the fate of a certain character will play. It reveals the mystery of where the huge door on MAP2 that won't open leads.

The door that Galado said must not be passed through. What lies beyond it!?

Obtain a Shadow Gem and challenge your own shadow

The "Shadow Gem" is required to fight a Shadow, an enemy that takes the same form as each character, and is placed at the eight locations listed on the right. Load cleared data and examine the red-gemmed statue to obtain it; installing it on the goddess statue at the Triverse Gate will allow you to fight the Shadow. Note that the character who fights and the Shadow encountered vary depending on which goddess statue you place it on, and combat is one-on-one.

Collect "Shadow Gems." Before heading to the Triverse Gate,

Locations where Shadow Gems can be obtained

- Twilight Forest MAP4 (P.151)
- Doezmore Backroad MAP2 (P.191)
- Sheherah Desert MAP6 (P.203)
- Imperial Capital Underground Sewers (2) MAP3 (P.232)
- Pransoor MAP7 (P.206)
- Repe MAP2 (P.225)
- Blange MAP1 (P.239)
- Norquine MAP2 (P.247)

The place with the goddess statue

Location	Characters who fight Shadows
Triverse Gate A MAP1	Beryl Kunzite
Triverse Gate A MAP2	Jade, Ines
Triverse Gate B (lowest floor) ♂ MAP1	Shing, Kohaku, Chalcedony, Galad

・Steps until fighting the Shadows

Place the "Shadow Gem"

With the "Shadow Gem" in your possession, examine the goddess statue and place it.

Use an Energy Link

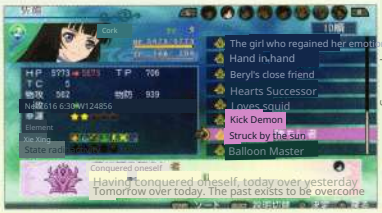
If you fire an Energy Link at the activated device, you can go to the other side.

From the magic circle to the Shadow's location

Warping from the magic circle will start a Shadow battle. From here on, it's a one-on-one match.

Defeating the Shadow grants luxurious items.

When you defeat a Shadow, you receive a title, costume, and Soma like those on the right. Titles are shared by all characters, and the costumes are the same ones the Shadow was wearing. Soma are unique to each character; at first their physical and magical attack values are both 0, but they have a special ability that increases these values each time you defeat four enemies. If developed, they become powerful Soma, so try to obtain one for every character.



Parameters increased by titles are, char
Varies depending on the character.

Soma obtained by defeating Shadows

Character	Soma	
Shing	Sol Zodiac	▶P.055
Kohaku	Brillantia	▶P.065
Hisui	Andrealphas	▶P.075
Beryl	Bruwis Arcus	▶P.085
Ines	Charis	▶P.095
Kunzite	Cerberus	▶P.105
Chalcedony	Tsukunkftu	▶P.115
Garad	Bestia	▶P.125

・Titles and outfits obtained by defeating Shadows

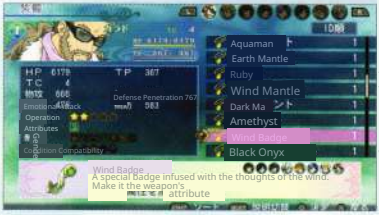
Title	One who has conquered oneself	▶P.389
Costume	Shadow Color	▶P.385

Preparations to win the battle against oneself

In Shadow battles you control a specified character to fight the opponent Shadow one-on-one. To withst and the enemy's fierce successive attacks, you should raise the level to 100 or above and prepare the best armor. Also, for characters who cannot recover HP wi th Artes, provide them with healing items.

You will have to rely on items, so set the "Fast Item" and "Gummy Master" skills. Then, after thoroughly preparing these, avoid enemy attacks by guarding o r using freerun, and attack with techniques that easi ly wear down the steel body.

It is almost the same as the ot her characters. The techniques used by the Shadow are originally



Equip badges for elemental wea knesses. Equip them so you can hit the weaknesses; Shadows

Shadow Sing Battle

Stagger the Shadow Sing with "Stardust Devastation, " then aim for a combo with the high-hit "Claw Howl Fa ng." When your TC becomes low, use moves that knock the enemy away at the end of an attack, such as "Lion S tar Rending Blade," to create distance and recover TC. Note that the Shadow Sing unleashes powerful combos. In addition to reducing received damage with the "Guar d" skill, equip "Piyono "n" to prevent stun.

Prevent being stunned.

Shadow Shing ▶P.370

HP 123526 Iron Body 30

Resistance 火 水 地 Wind Down Light 闇

Shadow Kohaku Battle

When attacking with "Houou Tenku," you can easily stagger Shadow Kohaku. After that, follow up with high -hit-count moves such as "Sansanka" into "Shirahana S enrendan" to land a combo. By the way, the Soma to e quip should have the Water attribute added, so the rec ommended one that exploits the enemy's weakness is "Kaisen! Niju-Bone." For accessories, it's good to equip ones that raise various parameters or items like "Divine Symbol."

Shadow Kohaku ▶P.370

HP 96064 Armor 25

Patience 火 Water Earth 風 雷 Light 闇

Shadow Hisui Battle

Once the battle begins, use freerun to move around S hadow Hisui, and attack with "Arataka" the instant the e nemy's attacks stop. A particularly good opening is after the enemy finishes using "Yarisashi." However, be caref ul with distance, because if you are too far away from th e enemy, it may escape before your attack hits. When th e enemy is staggered, follow up with rapid-fire moves li ke "Yarisashi" or "Arataka."

It's good to use.

Shadow Hisui ▶P.370

HP 105059 Torso 20

Resistance 火 水 Earth Wind 雷 Light 闇

Shadow Beryl Battle

Because Shadow Beryl has no elemental weaknesse s, equip accessories that raise physical attack to boost your damage baseline. In battle, aim for the moment when Shadow Beryl begins casting a thought-magic sp ell and stagger it with moves like "Crash Eclair" or "Slas h to Azu." If you have learned "Erase Magic," which com pletely nullifies thought-magic, you can fight without fe aring those spells.

Shadow Beryl ▶P.370

HP 89082 Steel Body 20

Resistant Water Earth 風 雷 Light Space

Shadow Ines Battle

For Ines, the basic tactic is to attack with "Ice Fleur," which can be chained repeatedly and easily depletes the enemy's steel gauge, and to knock the enemy down. Because this move launches foes, preset "Step Cancel" before hand so you can chase the launched enemy with a Front Step and continue the combo. If you also equip a "Down" skill that lengthens the enemy's down time, you should be able to follow up more reliably.

Shadow Ines ▸P.368

HP 134388 Steel Body 45

Resistance 火 Water Earth 風 雷 Light 闇

Shadow Kuntzite Battle

When the fight starts, use "Retsu: Majin Ken" to attack until Shadow Kuntzite staggers. Once the enemy's movement stops, close in and land a combo while attacking with "Whirlwind Retsuzan." Additionally, weakening the enemy when it is down with skills like "Spoil Armor" will give you an advantage. Note that the enemy's "Air Thrust" has a wide area of effect. If you see a green magic circle at the enemy's feet, it is better to guard rather than try to dodge.

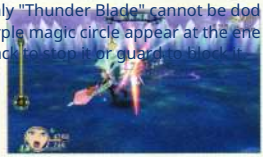
Shadow Kuntzite ▸P.368

HP 126225 Steel 35

Endurance Fire Water Earth Wind Thunder Light Reading

Shadow Calsedony Battle

First raise your physical attack using "Gō Shōrai" (Mighty Summon) to increase attack power, then use "Retsushōyoku" twice in succession to stagger the enemy. After staggering them, launch them into the air with "Renbashō" and follow up with an aerial combo. Most of the enemy's magical techniques can be avoided with freerun, but only "Thunder Blade" cannot be dodged. If you see a purple magic circle appear at the enemy's feet, either attack to stop it or guard to block it.



Shadow Calsedony ▸P.370

HP 111039 Armor 25

Resistance 光 水 地 風 雷 Light 闇

Shadow Galad Battle

Use "Maō Chigaku Jin" (Demon King's Earth Maw Formation), which has few openings and excellent power and stagger value, to stagger Shadow Galad. When chaining combos, use "Shimettsu Shō" on the first hit to lower the enemy's physical defense before following up with other techniques to deal more damage. However, be careful because the enemy can also use this move to trigger enraged attacks. Fortunately, the effect duration is short, so if a guard counter fails, run away with freerun until the effect wears off.

Shadow Galad ▸P.370

HP 137257 Steel Body 35

Resistances 火 水 Light 風 雷 光 闇

TOPICS Strengthen the Soma obtained from shadow battles

The Soma obtainable from battles with Shadows increases physical attack and magical attack by 1 each time you defeat four enemies. Because its TC is low, it is a Soma that is difficult to handle, but by using it extensively it reveals its true value. To make it a powerful Soma, you need to repeat battles many times, which is arduous, but completionist players should give it a try.

When growing Soma, defeat enemies to increase the number of defeats and so on.

TALES OF HEARTS R
OFFICIAL COMPLETE GUIDE

DATA 5

データ

Enemy Data

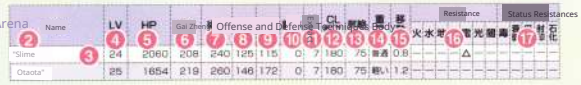
ENEMY DATA

Includes detailed data such as armor and anger values that cannot be checked within the game.
We have published the detailed data. Check it carefully to help you in combat.

How to Read Enemy Data

Enemies that appear outside the arena

Enemies Appearing in the Arena



❶ Index No.
"The number assigned when registered in the monster encyclopedia of the 'Library.' Enemies that are not registered in the monster encyclopedia are noted as '-' and are listed after the enemies that appear in the same location."

❷ Name
Enemy name. For enemies with the same name but different abilities, the editorial team adds a distinguishing name in [] after the name.

Self-flying
Indicates that the enemy is flying.

❸ LV
Enemy level.

❹ HP
Enemy maximum HP.

Enemies that appear outside the arena

Name	LV	HP	PhysicalAtk	MagicalAtk	PhysicalDef	MagicalDef	SteelBody	Anger	CL	Endurance	"Stun	Weight	Movement	Resistance: Fire	Water	Earth	Wind	Thunder	Light	Foot
001 Slime	3	320	100	85	30	31	0	0	20	150	Normal	0.8		—	—	—	—	△	—	—
002 Bridd Bee Flight	3	280	80	100	25	25	0	0	20	150	Light	1.5	△	—	—	—	—	—	—	—
003 Spore	4	395	110	108	32	42	0	0	24	100	Light	1.0		—	—	—	—	—	—	—
004 Axe Peak	5	435	140	101	36	41	0	20	50	100	Normal	1.5		—	—	—	—	—	—	—
005 OtaOta	6	485	135	116	42	46	0	0	30	100	軽い	1.2		—	—	—	—	—	—	—
006 Big Bat (Flying)	6	440	150	103	40	57	0	0	30	100	軽い	1.5		—	—	—	—	—	△	○
007 Big Spider	7	500	160	134	46	56	0	0	30	100	Light	1.5		—	—	—	—	—	—	—
008 Brown Bear	8	620	200	98	52	31	0	0	45	100	Heavy	1.2		—	—	○	△	—	—	—

⑥ Phys ATK

Value that serves as the standard for damage from the enemy's physical attacks and skills. The higher this value, is, the more damage allies take from normal attacks and skills.

⑦ Attack

Value that serves as the standard for damage from the enemy's techniques/magic. The higher this value, the more damage allies take from techniques.

⑧ Physical Defense

Value that serves as the standard for defense against physical attacks and skills. The higher this value, is, the less damage allies deal to enemies with normal attacks and skills.

⑨ Magic Defense

The value that serves as the standard for defense against spells/arts. The higher this value, the less damage enemies take from allied spells/arts.

⑩ Steel body

The enemy's steel/body resilience value. The higher this value, the l ess likely they are to be staggered. See p.028 for details.

⑪ Rage

The baseline value for the anger value that increases when attacking that enemy. The higher this value, the more likely the enemy is to enter a rage state; enemies with a value of 0 will not enter a rage state. See p.029 for details.

⑫ CL Durability

The durability value of the Chase Link. It decreases when the enemy is attacked, and when this value reaches 0 a chase marker will appear.

⑬ Stun

The enemy's stun value. The higher this value, the more likely the enemy is to be stunned when hit by a critical attack.

⑭ Weight

The weight of that enemy. The higher this value, the harder it is to lau nch the enemy with attacks that send them airborne.

⑮ Move

The movement speed of that enemy. The higher this value, the faster the movement speed.

Endurance

Resistance of that enemy to each attribute. The icon meanings are as follows:

◎ ·····Very high resistance; damage dealt by attacks of that attribute is reduced by 50%.

○····· High resistance; damage dealt by attacks of that attribute is reduced by 25 %.

—···· · No effect from resistance.

△····· Low resistance; damage dealt by attacks of that attribute is increased by 25 %.

× ····· Very low resistance; damage dealt by attacks of that attribute is increased by 50%.

③ Status resistance

The enemy's resistance to each status ailment. The meanings of the ic ons are as follows:

◎ ···Resistance is extremely high, and the enemy will not be affected by that status ai

○·····Has high resistance and is less likely to be affected by that status ailment.

— ·····Not affected by status resistance.

× · · · · · · Has very low resistance and is highly susceptible to that status abnormal

⑯ Experience Points

Experience points gained when that enemy is defeated.

⑰ Gald

Gald obtained when you defeat that enemy.

⑱ Items dropped

Items obtained when that enemy is defeated. The brackets [ ] indicate the category of a For details, see p.020.

⑲ Stealable Items

Items that can be stolen from that enemy. The brackets [] indicate the category of acquisi See P.020 for details.

⑳ Main Appearance Locations

The main locations where that enemy appears. 0 indicates a sub-event number.

5 Data

Enemy Data

Status Resistances					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
毒	衰弱	Paralysis	Seal	Petrification					
—	—	—	—	—	30	25	Apple Gummy [Normal]	—	World Map ▶P.138 Sheeple Forest ▶P.141
—	—	—	—	—	28	30	Bridd Bee Honey [Rare]	—	World Map ▶P.138 Shiburu Forest ▶P.141
—	—	—	—	—	38	40	Apple Gummy [Normal]	—	Kohaku's Spirit Maze ▶P.141 Yukres's Spillmaze ▶P.146
—	—	—	—	—	35	38	Monster Feather [Rare]	—	World Map ▶P.138
—	—	—	—	—	42	35	Apple Gummy [Normal]	—	World Map ▶P.138 Ragos Stalactite Cave ▶P.146
—	—	—	—	—	38	45	Spectacles [Normal]	—	Ragos Stalactite Cave ▶P.146
—	—	—	—	—	47	38	Apple Gummies [Normal]	—	Ragos Limestone Cave ▶P.146
—	—	—	—	—	65	55	Orange Gummies [Normal] Beast Claw [Rare]	—	World Map ▶P.138 Ragos Stalactite Cave ▶P.146

Name	LV	HP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	CL	Stun	Weight	Movement	Resistance from Body Anger						
								Durability				Fire	Water	Earth	Wind	Lightning	Light	Dark
009 Echinacea Flight	10	580	240	136	50	72	0	0	30	100	Light	1.3	—	—	—	△	—	—	—
010 Briar	10	700	225	167	56	76	0	0	50	100	普通	1.2	—	—	—	—	—	—	—
011 Fear Lily	11	4800	252	112	58	72	25	0	50	75	Heavy	1.3	—	—	—	—	△	—	—
012 Officier	11	930	300	266	70	92	0	4	50	140	普通	1.7	—	—	—	—	—	—	—
013 Macchia	11	980	280	242	75	78	0	5	50	130	Light	1.0	—	—	—	—	—	△	○
2014 Gurney	11	870	255	206	62	64	0	9	50	80	Normal	1.2	—	○	—	—	△	△	○
015 Toruchu	12	1300	400	199	132	46	10	8	30	160	Heavy	0.8	—	—	—	—	—	—	—
016 Arm Flight	11	780	180	325	55	100	0	4	40	100	light	1.5	—	—	×	—	◎	—	—
017 Plume	12	900	330	159	80	52	0	0	55	100	普通	1.5	—	—	—	—	—	—	—
018 Grimkigal	14	8500	420	365	88	144	30	4	200	50	普通	1.0	○	—	—	—	—	△	○
019 Grim Reaper	13	2700	510	152	65	82	0	4	200	50	普通	1.0	—	—	—	—	—	△	○
020 Basabasa Flight	15	1280	315	230	88	82	0	7	50	100	light	1.0	—	—	—	—	—	—	—
021 Wolf	16	1628	340	212	92	66	0	7	35	100	普通	1.6	—	—	—	—	—	—	—
022 Tsuchigeko	15	1441	328	205	94	78	0	7	45	100	普通	1.2	—	○	—	—	△	△	○
023 Grief Prier	14	1372	356	342	94	100	0	6	50	100	Normal	1.2	—	—	—	△	—	—	—
024 Cleome Flying	14	1150	374	134	85	115	0	5	50	100	Normal	1.0	-	-	-	-	-	-	-
025 Dautritoma	15	9200	405	317	100	120	40	2	50	70	普通	1.0	—	—	—	△	○	—	—
026 Seventh Star Flight	15	1149	225	348	72	130	0	7	50	100	light	1.5△	—	—	—	—	—	—	—
027 Grim Lizard	16	2575	461	153	101	62	10	6	50	100	普通	1.8	—	—	○	—	—	—	—
028 Peridot [1]	18	14367	497	328	152	205	45	5	150	50	普通	1.8	○	△	—	—	—	—	—
029 RabiRabi	16	1482	346	234	101	103	0	4	60	100	light	1.5	—	—	—	—	—	—	—
030 Boar	17	2984	454	179	81	61	10	7	35	160	普通	1.4	—	—	—	—	—	—	—
031 Kākā Flight	17	1611	367	261	112	102	0	7	50	100	light	1.0	—	—	—	—	—	—	—
032 Zombie	19	3221	372	200	81	81	0	5	40	100	普通	0.7	△	—	○	—	—	△	○
033 Adamant Bat Travel	18	1810	223	221	122	112	0	7	65	100	Light	1.5	—	—	—	—	—	—	—
034 Fangas	18	1785	222	284	91	133	0	7	55	100	軽い	1.1	△	○	○	—	—	—	—
035 Spirit Travel	19	1640	193	369	148	86	0	7	80	100	Light	1.5	—	—	—	—	—	×	◎
036 Chalcedony [1]	21	20670	539	384	163	164	60	4	200	30	普通	1.9	—	—	—	—	—	◎	△
037 Hebi Hebi	20	1831	388	269	127	123	0	7	70	100	軽い	1.2	—	○	○	△	△	—	—
038 Killer Bee Flight	20	1587	483	224	96	92	0	7	70	100	Light	1.5A	-	-	-	-	-	-	-
039 Orange Glove	20	2376	394	294	137	122	0	8	50	100	普通	1.0	△	○	○	—	—	—	—
040 Doubt Spot	21	1895	410	315	92	174	0	7	70	100	軽い	1.0	—	△	—	—	—	—	—

Status Resistances					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
毒	Weakness	Paralysis	Seal	Petrification					
—	—	—	—	—	50	52	Apple Gummi [Common] Orange Gummi [Rare]	—	Yukres's Spilmaze ▶P.146 Beryl's Spilmaze ▶P.153
—	—	—	—	—	55	48	Spectacles [Common] Orange Gummi [Rare]	—	Yukres's Spilmaze P.146 ▶
◎	—	◎	—	—	500	600	Piyohan [100%]	—	Yukres's Spilmaze P.148 ▶
—	—	—	—	—	72	54	Orange Gummi [Common] Iron Sallet [Super Rare]	Spectacles [Normal]	Twilight Forest ▶P.149 019 "Caravan's Worries" ▶P.290
—	—	—	—	—	80	45	Spectacles [Common] Mix Gummies [Ultra Rare]	Apple Gummy [Normal]	Twilight Forest ▶P.149 019 "Caravan's Worries" ▶P.290
—	—	—	—	—	68	48	Apple Gummy [Normal]	Chicken [Common]	Twilight Forest ▶P.149
○	—	—	—	—	100	52	Life Bottle [Common] Iron Mail [Ultra Rare]	—	Twilight Forest ▶P.149 019 "Caravan's Worries" ▶P.290
—	—	—	—	—	60	60	Chocolate [Common]	Orange Gummy [Rare]	Twilight Forest ▶P.149 019 "Caravan's Troubles" ▶P.290
○	—	—	—	—	75	50	Apple Gummi [Normal]	Banana [Normal]	Twilight Forest ▶P.149 019 "Caravan's Worries" ▶P.290
◎	—	◎	—	—	850	1000	Red Savory [100%]	—	Twilight Forest ▶P.151
◎	—	◎	—	—	0	0	—	—	Twilight Forest ▶P.151
—	—	—	—	—	82	59	Chicken [Normal] Monster Feather [Rare]	—	World Map ▶P.138 Trembling Mountain Grim ▶P.155
—	—	—	—	—	88	54	Apple Gummi [Normal] Beast Claw [Rare]	Pork [Normal]	World Map ▶P.138 Trembling Mountain Grim ▶P.155
—	—	—	—	—	85	57	Apple Gummi [Normal]	Chicken [Normal]	World Map ▶P.138
—	—	—	—	—	85	68	Spectacles [Normal] Orange Gummi [Super Rare]	—	Beryl's Spillmaze ▶P.153
—	—	—	—	—	90	64	Apple Gummi [Normal]	Apple Gummy [Normal]	Beryl's Spillmaze ▶P.153
◎	—	◎	—	—	1000	1500	Holy Symbol [100%]	—	Beryl's Spillmaze ▶P.154
—	—	—	—	—	80	88	Orange Gummi [Rare] Check Ribbon [Super Rare]	Orange Gummy [Rare]	Trembling Mountain Grim ▶P.155
—	—	—	—	—	102	70	Mix Gummi [Normal] Beast Claw [Rare]	Life Bottle [Normal]	Trembling Mountain Grim ▶P.155
◎	—	◎	—	—	1600	2500	Pre-Amant [100%]	—	Trembling Mountain Grim ▶P.157
—	—	—	—	—	85	90	Carrot [Common] Rabbit Symbol [Ultra Rare]	Carrot [Common]	World Map ▶P.138
—	—	—	—	—	112	97	Mushroom [Rare] Pork [Normal]	Apple Gummy [Normal]	World Map ▶P.138
—	—	—	—	—	92	102	Chicken [Normal] Monster Feather [Rare]	Egg [Common]	World Map ▶P.138
—	—	—	—	—	115	97	Dark Bottle [Rare] Life Bottle [Rare]	Apple Gummy [Normal]	Andeale Mine ▶P.162
—	—	—	—	—	105	111	Apple Gummy [Rare]	—	Andeale Mine ▶P.162
—	—	—	—	—	123	94	Poison Bottle [Rare] Poison Charm [Ultra Rare]	Mushroom [Common]	World Map ▶P.138 Andale Mine ▶P.162
—	—	—	—	—	110	124	Holy Bottle [Rare] Orange Gummy [Rare]	Orange Gummy [Rare]	Andeale Mine ▶P.162
◎	—	◎	—	—	2500	4000	Elixir [100%]	—	Andale Mine ▶P.165
◎	—	—	—	—	108	121	Egg [Common]	Liqueur Bottle [Normal]	World Map ▶P.138 Hero's Tower King Cross ▶P.180
—	—	—	—	—	102	131	Apple Gummy [Normal]	—	World Map ▶P.138
—	—	○	—	—	118	108	Orange Gummy [Rare]	Orange Gummy [Rare]	World Map ▶P.138
—	—	—	—	—	111	139	Lettuce [Normal] Apple Gummy [Rare]	Spectacles [Normal]	Sumisona's Spellmaze ▶P.172 Marin's Spellmaze ▶P.173

Name	LV	HP	Physical Attack	Technique Attack	Physical Defense	Technique Defense	CL	Endurance	Stun	Weight	Movement	Body	Anger	Resistance Fire	Water	Earth	Wind	Thunder	Light	All
041 Doubt Echinacea Flight	21	1680	358	340	98	142	0	7	120	100	light	1.3		—	△	—	—	—	—	
02 Bouquet	21	2560	340	352	114	194	0	7	55	100	普通	1.0		△	—	—	—	—	—	
043 Sarodahlia	24	23640	610	323	157	148	70	4	310	30	Heavy	1.3 - △				—	—	—	—	
044 Gargoyle	23	2750	380	346	120	131	0	7	90	100	普通	1.5		—	—	○	△	—	△	○
045 ■Alpine Beetle RST	23	2120	230	375	88	208	0	7	95	100	軽い	1.5		△	—	—	—	—	—	
046 Drake	23	3035	495	337	138	120	5	7	90	100	普通	1.5		◎	×	—	—	—	—	
047 Skeleton	23	3550	400	265	125	137	0	7	70	100	普通	1.5		—	—	—	—	—	×	◎
048 Hermes	27	25443	532	406	186	164	50	4	320	30	普通	1.7		—	—	△	—	—	—	
049 Guard Hound	24	3350	511	362	137	105	0	5	65	100	普通	1.6		—	—	—	—	—	—	
050 Imperial Army Soldier	24	3200	410	320	130	99	0	5	90	100	普通	1.3		△	—	—	—	—	—	
051 Imperial Army Senior Soldier	25	3500	425	332	135	110	0	5	160	100	普通	1.4		△	—	—	—	—	—	
03 Imperial Army Possession Soldier	25	4000	530	345	150	120	5	6	80	100	普通	1.4		△	—	—	—	—	△	
1 Box Imperial Possession Senior Soldier	25	4500	550	354	156	124	5	6	160	100	普通	1.5		△	—	—	—	—	△	
054 Fake	27	9999	850	620	170	100	100	3	300	50	普通	1.6		—	—	—	—	—	—	
055 Cornelpin	27	31948	579	438	200	145	60	4	280	40	普通	1.5		△	—	○	—	—	—	
056 Eggbear	26	4240	548	271	190	101	10	7	80	100	Heavy	い	1.2	—	—	—	—	—	—	
057 Melting Pot	26	3000	442	406	140	227	0	6	65	100	軽い		1.5	△	○	○	—	—	—	
058 Mall Rabbit	26	2420	450	367	152	167	0	7	150	100	Light	1.4				—	—	—	—	
059 Mud Worm	26	2250	245	373	165	150	0	6	150	100	light	0.7				—	—	—	—	
060 Shamebriar	27	2950	484	446	145	158	0	7	200	75	普通	1.2		—	—	△	—	—	—	
061 Shamecleome flying	27	2580	505	325	132	170	0	7	90	75	普通	1.0		—	—	—	△	—	—	
062 Gladiolus	27	4345	528	381	205	120	5	6	70	75	heavy	1.0 △				—	—	—	—	
063 Campanula	27	4872	602	434	172	179	10	6	125	75	普通	1.0		—	—	△	—	—	—	
064 Geranium	27	3850	570	412	224	132	5	7	140	75	Heavy	1.0		—	—	—	△	—	—	
065 Bairox [1]	30	36352	663	468	231	185	55	4	310	30	Normal	1.5		—	—	△	—	—	—	
066 Robber Crab	28	4250	540	381	215	122	15	6	50	75	Normal	1.0		—	○	—	—	△	—	
067 Merman	28	3600	500	473	190	221	5	7	90	75	Normal	1.3 O- AA				—		—		—
068 Shirogeko	28	3270	445	392	165	121	0	8	200	75	普通	1.2		—	○	—	—	△	△	—
069 Oil Slider	28	2750	420	358	182	148	0	6	200	75	Light	1.5 - 0					—	—	△	—
070 Quatrefish Flight	28	3925	470	399	152	158	0	7	100	75	普通	1.0		△	—	—	—	—	—	
071 Kunzite	30	42052	674	502	267	137	65	3	310	30	普通	1.5		—	—	—	—	—	△	◎
072 Emerald Beetle RST	30	3350	315	492	125	295	0	4	230	75	light	1.5 △				—	—	—	—	—

Status Resistances					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
Poison	Weakness	Paralysis	Seal	Petrification					
—	—	—	—	—	118	126	Negi [Normal] Apple Gummi [Rare]	Apple Gummy [Normal]	Sumisona's Spellmaze ▶P.172 Marin's Spellmaze ▶P.173
—	—	—	—	—	128	153	Orange Gummi [Rare] Life Bottle [Rare]	Orange Gummy [Rare]	Cassity's Spillmaze ▶P.172 Marin's Spillmaze ▶P.173
◎	—	◎	—	—	4500	4500	Black Onyx [100%]	—	Marin's Spilmaze ▶P.176
—	—	—	—	—	131	131	Battle Guard [Ultra Rare] Apple Gummy [Common]	Apple Gummy [Normal]	Hero's Tower King Cross ▶P.180
—	—	—	—	—	115	146	Orange Gummy [Rare]	Tomato [Common]	Hero's Tower King Cross ▶P.180
—	—	—	—	—	140	124	Chicken [Normal] [Mixed Gummy [Rare]	—	Yuraio ▶P.179 Hero's Tower King Cross ▶P.180
—	—	—	—	—	125	139	Life Bottle [Rare] Brave Helm [Ultra Rare]	Apple Gummy [Normal]	Hero's Tower King Cross ▶P.180
◎	—	◎	—	—	6300	6000	Moonlight Charm [100%]	—	Hero's Tower King Cross ▶P.184
—	—	—	—	—	152	148	Chicken [Normal] Pork [Normal]	—	Rignator Garrison (1) ▶P.186
—	—	—	—	—	140	157	Apple Gummy [Normal]	Liqueur Bottle [Common]	Rignator Garrison (1) ▶P.186
—	—	—	—	—	160	175	Orange Gummy [Rare] Life Bottle [Rare]	Apple Gummy [Normal]	Rignator Garrison (1) ▶P.186
—	—	—	—	—	174	175	Apple Gummy [Normal]	Liqueur Bottle [Normal]	Yuraio ▶P.185 Rignator Garrison (1) ▶P.186
—	—	—	—	—	180	189	[Mix Gummy [Rare] Knight Armor [Super Rare]	[Mix Gummy [Rare]	Rignator Garrison (1) ▶P.186
—	—	—	—	—	1265	2400	—	—	Dowsmore Backroad ▶P.190 Lignator Garrison (2) ▶P.215
◎	—	◎	—	—	8500	7200	Magic Mist [100%]	—	Rignator Garrison (1) ▶P.189
—	—	—	—	—	228	189	Mix Gummy [Common] Lemon Gummy [Super Rare]	Egg [Common]	Dosmore Back Road ▶P.190
—	—	—	—	—	182	180	Liqueur Bottle [Rare]	Poison Bottle [Normal]	Dosmore Back Road ▶P.190
—	—	—	—	—	190	167	Carrot [Common] Rabbit Symbol [Super Rare]	Carrot [Common]	Dosmore Back Road ▶P.190
—	—	—	—	—	169	216	Baralai Bottle [Rare] Cabbage [Common]	Cabbage [Common]	Dosmore Back Road ▶P.190
—	—	—	—	—	270	198	Apple Gummi [Common] Garlic [Common]	Spectacles [Normal]	Spilmaze of Chalcedony P.194
—	—	—	—	—	285	182	Paralai Bottle [Common]	—	Spilmaze of Chalcedony P.194
—	—	—	—	—	310	218	Poison Bottle [Common] Potato [Common]	Life Bottle [Normal]	Spilmaze of Chalcedony P.194
—	—	—	—	—	350	160	Lettuce [Normal] [Mixed Gummy [Rare]	Orange Gummies [Normal]	Spilmaze of Chalcedony P.194
—	—	—	—	—	335	175	Life Bottle [Rare]	Apple Gummy [Normal]	Spilmaze of Chalcedony P.194
◎	—	◎	—	—	10000	8400	Attack Ring [100%]	—	Chalcedony's Spilmace P.196 ▶
—	—	—	—	—	344	194	Mackerel [Common] Tuna [Common]	Apple Gummy [Normal]	Imperial Capital Underground Sewers (1) ▶P.197
—	—	—	—	—	305	225	Comp [Common] [Orange Gummy [Rare]	—	Imperial Capital Underground Sewers (1) ▶P.197
—	—	—	—	—	285	211	Egg [Common] Apple Gummy [Normal]	—	Imperial Capital Underground Sewers (1) ▶P.197
—	—	—	—	—	274	241	Poison Bottle [Rare]	Liqueur Bottle [Normal]	Imperial Capital Underground Sewers (1) ▶P.197
—	—	—	—	—	296	220	Squid [Normal]	Squid [Normal]	Imperial Capital Underground Sewers (1) ▶P.197
◎	—	◎	—	—	12000	9200	All Divide [100%]	—	Imperial Capital Underground Sewers (1) ▶P.199
—	—	—	—	—	318	306	Orange Gummies [Normal] Light Circlet [Ultra Rare]	Orange Gummy [Rare]	World Map ▶P.138 Sheherah Desert ▶P.200

Name	LV	HP	Physical Attack	Physical Defense	Magic Defense	CL	Endurance	Stun	Weight	Movement	Resistance					
											Fire	Water	Earth	Wind	Lightning	Light	Dark
073 Greatptortus	30	4800	570	399	250	94	15	8	80	75	重い	0.8	—	△	○	—	—	—
074 Salamander	30	5300	585	382	212	128	10	7	60	75	普通	1.8	○	△	—	—	—	—
075 Desert Crab	30	3560	450	394	274	105	5	6	200	75	普通	1.0	○	△	○	—	—	—
076 Tiny Worm	30	3280	420	381	172	115	0	6	120	75	普通	1.0	—	△	○	—	—	—
077 Cockatrice	30	4000	430	406	195	169	0	6	105	75	普通	1.5	—	—	—	—	—	—
2078 Sandworm	33	48870	710	320	190	126	60	3	280	30	Overweight	1.0	—	△	○	—	—	—
079 Hellhound	32	4324	601	391	225	120	0	8	60	75	普通	1.6	—	—	—	—	×	◎
080 Woodsworm	32	3130	350	361	204	172	0	7	120	75	軽い	0.5	△	—	—	—	—	—
081 Dodo	32	3950	494	331	216	157	0	8	90	75	普通	1.5	—	—	—	—	—	—
082 Gekogeko	32	3510	470	376	182	131	0	7	120	75	普通	1.2	—	○	—	—	△	—
083 Armored Boar	32	4500	612	314	238	115	10	8	75	125	普通	1.5	—	—	—	—	—	—
0: Crystal Knight Corps Soldier	33	4200	515	486	225	251	5	7	75	75	普通	1.3	—	—	—	—	—	△
0 Assault Possession Soldier	34	5500	590	355	285	115	10	7	85	75	普通	1.4	—	—	△	—	△	—
01. Advanced Assault Possession Soldier	34	6200	625	386	305	138	10	7	100	75	普通	1.5	—	—	△	—	△	—
087 Venom Insect	33	3255	545	395	216	157	0	8	120	75	軽い	1.5	△	—	○	△	—	—
088 Vulture Travel	33	3678	500	383	192	125	0	7	55	75	Light	1.3	—	—	—	—	—	—
089 ■Under Squid R	33	4600	530	416	178	178	0	7	100	75	普通	1.0	△	—	—	—	—	—
[090 Peridot [2]	35	15193	585	526	206	262	15	4	130	40	Normal	200	△	—	—	—	—	—
[091 Chalcedony [2]	37	21882	618	513	225	198	15	4	160	40	普通	1.7	—	—	—	—	◎	△
[092 Birox [2]	36	23277	593	489	254	156	15	4	140	40	普通	1.5	—	—	△	—	—	—
k Special Agent Possession Soldier	36	5157	651	425	232	210	10	7	160	75	普通	1.6	—	—	—	—	△	—
094 Ines	38	44000	684	472	252	172	55	4	250	30	Normal	1.5	-	0	-	-	A	—
095 Skeleton Warrior	37	4200	520	346	268	208	5	8	55	75	Normal	1.5	—	—	—	—	×	◎
096 Mummy	37	5100	580	331	154	125	0	6	70	75	普通	0.7	△	—	○	—	△	○
097 Poltergeist Flying	37	2500	390	505	310	141	10	8	210	75	Light	1.3	—	—	—	—	△	○
098 Highlander	37	5860	640	411	200	146	10	7	60	75	Normal	1.8	—	—	—	—	—	—
099 Killer Goyle	37	3870	526	426	282	136	10	7	90	75	Normal	1.5	—	—	—	—	×	◎
100 特務兵	37	4540	550	402	255	202	5	8	80	75	普通	1.6	—	△	—	—	—	—
101 Silver	40	56995	755	648	310	242	85	3	320	30	普通	1.8	—	△	—	—	△	○
102 Wind Soul Flight	40	4500	400	525	185	335	0	7	55	75	light	1.5	—	—	×	◎	—	—
103 Hawkeye Flight	40	5300	600	423	342	157	10	6	170	75	普通	1.5	—	—	—	—	△	—
104 Incorose [1]	41	54392	792	653	290	262	60	4	260	30	normal	1.9	—	—	—	—	—	△	○

Status Resistances					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
Poison	Weakness	Paralysis	Seal	Petrification					
—	—	—	—	—	378	205	Lemon Gummy [Rare] Talisman [Super Rare]	Apple Gummy [Normal]	World Map Sheherah Desert ▶P.138 ▶P.200
—	—	—	—	—	357	257	Beast Claw [Rare] Attack Ring [Super Rare]	Pork [Normal]	World Map Sheherah Desert ▶P.138 ▶P.200
○	—	—	—	—	364	225	Apple Gummy [Normal]	Comp [Common]	World Map ▶P.138
—	—	—	—	—	333	245	Stone Bottle [Common] Lettuce [Common]	—	Sheherah Desert ▶P.200 ▶P.203
—	—	—	—	—	342	270	Stone Bottle [Common] Stone Charm [Ultra Rare]	Stone Bottle [Common]	World Map Sheherah Desert ▶P.138 ▶P.200
◎	—	◎	—	—	14500	12000	Ground Mind Stone [100%]	—	Sheherah Desert ▶P.203
—	—	—	—	—	370	259	Apple Gummi [Common] Beast Claw [Rare]	Chicken [Normal]	World Map ▶P.138
—	—	◎	—	—	345	295	Liqueur Bottle [Common]	Cabbage [Common]	World Map ▶P.138
—	—	—	—	—	364	281	Chicken [Common] Monster Feather [Rare]	Egg [Common]	World Map ▶P.138
—	—	○	—	—	357	266	Nori (Seaweed) [Common] Comp [Common]	Paralai Bottle [Common]	World Map ▶P.138
—	—	—	—	—	374	245	Pork [Normal] Prigandie [Super Rare]	—	World Map ▶P.138
—	—	—	—	—	385	324	Orange Gummy [Rare] Life Bottle [Rare]	Holy Bottle [Common]	Santex Cathedral ▶P.207
—	—	—	—	—	412	261	Mixed Gummy [Rare]	Apple Gummy [Normal]	Pransule ▶P.207
—	—	—	—	—	436	270	Mixed Gummi [Rare]	Apple Gummy [Normal]	Pransule ▶P.205 ▶P.207
—	—	◎	—	—	364	342	Paraly Bottle [Normal] Paraly Charm [Super Rare]	Paraly Bottle [Normal]	Santex Cathedral ▶P.207
—	—	—	—	—	376	284	Chicken [Normal] Monster Feather [Normal]	Egg [Common]	Santex Cathedral ▶P.207
—	—	—	—	—	422	301	Iga [Normal] Comp [Common]	Mackerel [Common]	Santex Cathedral ▶P.207
◎	—	◎	—	—	5000	5000	Elixir [100%]	—	Santex Cathedral ▶P.210
◎	—	◎	—	—	5000	5000	Elixir [100%]	—	Santex Cathedral ▶P.210
◎	—	◎	—	—	5000	5000	Specific [100%]	—	Santex Cathedral ▶P.210
—	—	—	—	—	470	306	—	—	West Marquis Port ▶P.213 Rignator Garrison (2) ▶P.215
◎	—	◎	—	—	16000	13500	—	—	West Marquis Port ▶P.213
—	—	—	—	—	422	410	Life Bottle [Rare] Nightmare Helm [Ultra Rare]	Apple Gummy [Normal]	Rignator Garrison (2) ▶P.215
—	—	—	—	—	438	387	Dark Bottle [Rare] High Dark Bottle [Super Rare]	—	Rignator Garrison (2) ▶P.215
—	—	—	—	—	409	457	Holy Bottle [Rare] Vine Gummy [Super Rare]	Orange Gummy [Common]	Rignator Garrison (2) ▶P.215
—	—	—	—	—	505	351	Beast Claw [Rare] Beef [Common]	Chicken [Normal]	Rignator Garrison (2) ▶P.215
—	—	—	—	—	457	376	Lemon Gummy [100%]	—	094 Undale Mine Tunnel Mura ▶P.296
—	—	—	—	—	430	400	Mix Gummy [Rare]	Mix Gummy [Common]	Rignator Garrison (2) ▶P.215
◎	—	◎	—	—	18000	15000	Spiritual Ring [100%]	—	Rignator Garrison (2) ▶P.220
—	—	—	—	—	490	493	Pine Gummy [Rare] Wind Mantle [Ultra Rare]	—	Sandrion Mobile Crystal Castle (1) ▶P.221
◎	—	—	—	—	532	414	Lemon Gummy [Rare] Nano Protector [Ultra Rare]	Spectacles [Normal]	Sandrion Mobile Crystal Castle (1) ▶P.221
◎	—	◎	—	—	20000	20000	Moonstone [100%]	—	Sandrion Mobile Crystal Castle (1) ▶P.222

Name	LV	HP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	CL	Stone	Weight	Movement	Resistance						
							Durability			Danger	Fire	Water	Earth	Wind	Thunder	Light	Foot
105 ゼノスポア	41	4699	925	430	175	190	0	8	80	60 Light 1.0	—	—	—	—	—	—	
106 Xenoblade	41	4071	785	470	190	180	10	7	95	60 普通 1.2	—	—	—	—	—	—	
107 Xeno Echinacea Flight	41	4655	1070	450	170	190	0	8	80	60 Light 1.3	—	—	—	—	—	—	
108 Xeno Gladiolus	41	6773	1255	245	255	120	5	7	40	60 Heavy 1.0	—	—	—	—	—	—	
109 Xenocleome Flying	41	5746	1060	250	200	180	5	7	65	60 普通 1.0	—	—	—	—	—	—	
110 Xenocampanula	41	8007	1360	440	215	170	15	8	60	60 普通 1.0	—	—	—	—	—	—	
111 Xenolily	41	9241	1665	210	265	160	15	8	40	60 Heavy い 1.3	—	—	—	—	—	—	
112 Tobinezumi	41	4360	1080	240	180	170	0	6	120	60 light 1.4	—	—	—	—	—	—	
113 Garmwolf	41	4400	1200	230	205	135	5	7	50	60 普通 1.6	—	—	—	—	—	—	
114 Grizzly	41	7030	1300	200	240	120	15	8	40	60 Heavy 1.2	—	—	—	—	—	—	
115 Arakne	41	4430	1175	245	195	160	5	6	120	60 Light 1.5 △		—	—	—	—	—	
116 Scarylily	42	7780	1380	220	276	170	15	8	90	60 Heavy 1.3	—	—	—	—	△	—	
117 Scarespore	42	4250	1096	428	177	200	0	6	150	60 Light 1.0	—	—	—	—	△	—	
118 Scarebouquet	42	4900	974	492	168	300	5	7	120	60 普通 1.0	△	—	—	—	—	—	
119 Scare Gladiolus	42	6460	1292	300	264	130	10	6	70	60 Heavy 1.0	—	—	—	△	—	—	
120 Hermit Club	43	7000	1475	310	299	140	10	8	70	60 普通 1.0	—	○	—	—	△	—	
121 Jellyfish	43	4100	980	420	185	240	0	7	150	60 Light 1.1 ©	—		—	—	○	—	
122 Maggot	43	4500	1055	325	240	210	0	6	80	60 軽い 0.8	△	—	—	—	—	×	◎
123 Acid Slime	43	4840	1120	350	204	150	0	6	100	60 普通 0.9	△	○	—	—	—	—	
124 Bind Cattle Flight	43	6350	1210	375	172	230	5	7	150	60 Normal 1.0 AO			—	—	—	—	
125 Woouo	44	5236	1325	350	230	240	0	7	110	60 軽い 1.2	—	◎	—	—	×	—	
126 Snow Rabbit	44	5332	1420	340	220	250	0	7	110	60 Light 1.4△			—	—	—	—	
127 Freeze Tortoise	44	8151	1595	335	310	140	30	6	30	60 重い 0.8	△	○	—	—	—	—	
128 Icicle Bee (Flying)	44	5154	1485	230	180	155	0	7	90	60 Light 1.5A0			—	—	—	—	
129 Fokaroru	44	9727	1690	235	250	160	20	8	40	60 Normal 1.2 A			—	—	—	—	
130 Cloud Raven Flight	44	6271	1400	345	230	150	0	6	40	60 Light 1.3	—	○	—	—	△	—	
131 Akeron	44	9359	1660	350	330	150	35	7	30	60 Heavy 0.8	—	—	—	△	○	—	
132 Aquarex	44	8567	1520	330	240	165	10	8	45	60 普通 1.8	—	○	—	—	△	—	
133 Binding Pot	44	5563	1360	480	185	260	5	6	75	60 Light 1.5 △			—	—	—	—	
134 Otakuro	44	5020	1355	310	210	240	0	6	110	60 Light 1.2 -0			—	—	△	—	
135 Death Raven [Travel]	44	6458	1424	345	282	204	25	7	300	60 light 1.3	—	—	—	—	—	△	○
136 Basilisk King	44	5749	1368	354	261	235	25	7	300	60 Normal 1.5	—	△	—	—	—	—	

Status Resistances					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
Poison	Weakness	Paralysis	Seal	Petrification					
—	—	—	—	—	533	520	Black Moon Fragment [Ultra Rare] Lemon Gummy [Rare]	Lettuce [Normal]	World Map ▶P.138 Henzela Coast ▶P.223
—	—	—	—	—	562	475	[Mix Gummy [Rare] Black Moon Fragment [Ultra Rare]	Cabbage [Common]	World Map ▶P.138
—	—	—	—	—	550	491	Black Moon Fragment [Ultra Rare] Pine Gummy [Rare]	Garlic [Common]	World Map ▶P.138
—	—	—	—	—	584	448	Miracle Gummy [Ultra Rare] Black Moon Fragment [Rare]	Tomato [Common]	World Map ▶P.138
—	—	—	—	—	569	464	Paralyze Bottle [Common] Black Moon Fragment [Ultra Rare]	Paraly Bottle [Normal]	World Map ▶P.138
—	—	—	—	—	600	441	Lemon Gummy [Rare] Black Moon Fragment [Rare]	Cabbage [Common]	World Map ▶P.139
—	—	—	—	—	612	418	Black Moon Fragment [Rare]	Black Moon Fragment [Ultra Rare]	World Map ▶P.139
—	—	—	—	—	555	439	Cheese [Common]	Apple Gummy [Normal]	World Map ▶P.139
—	—	—	—	—	588	418	Pork [Normal] Apple Gummy [Rare]	—	World Map ▶P.139
—	—	—	—	—	621	389	Salmon [Common] Orange Gummy [Rare]	Salmon [Normal]	World Map ▶P.139
◎	—	—	—	—	535	468	Poison Bottle [Rare] Paralyze Bottle [Rare]	Liqueur Bottle [Common]	World Map ▶P.139
◎	—	◎	—	—	700	468	Lemon Gummy [Rare] Specific [Super Rare]	Apple Gummy [Normal]	World Map ▶P.139 Zirconia's Spellmaze P.226 ▶
—	—	—	—	—	628	569	Orange Gummy [Normal] Lemon Gummy [Rare]	Spectacles [Normal]	World Map P.139 ▶ ▶P.139 Zirconia's Spellmaze P.226
○	—	○	—	—	675	518	Mind Ring [Super Rare] Vine Gummy [Rare]	[Orange Gummy [Rare]	World Map ▶ P.139 Zirconia's Spellmaze P.226 ▶
◎	—	○	—	—	644	531	Beef [Common] Mixed Gummy [Rare]	—	Zirconia's Spellmaze ▶P.226 076 \"Secret Base ②\" ▶P.294
—	—	—	—	—	800	479	Tuna [Common] Grim Helm [Super Rare]	Saba [Common]	Imperial Capital Underground Sewers(1) ▶P.231 Imperial Capital Underground Sewers(3) ▶P.253
◎	—	◎	—	—	758	513	Mix Gummy [Rare] Salmon [Common]	Orange Gummies [Normal]	Imperial Capital Underground Sewers(1) ▶P.231 Imperial Capital Underground Sewers(3) ▶P.253
—	—	—	—	—	717	598	Cabbage [Common] Banashy Bottle [Rare]	Lettuce [Normal]	Imperial Capital Underground Sewers(1) ▶P.231 Imperial Capital Underground Sewers(3) ▶P.253
—	—	—	—	—	739	563	Vine Gummy [Rare] Lemon Gummy [Rare]	Tomato [Common]	Imperial Capital Underground Sewers(1) ▶P.231 Imperial Capital Underground Sewers(3) ▶P.253
—	—	—	—	—	782	522	Squid [Common] Paralyze Charm [Ultra Rare]	Shrimp [Common]	Imperial Capital Underground Sewers(1) ▶P.231 Imperial Capital Underground Sewers(3) ▶P.253
—	—	—	—	—	777	599	Nori (Seaweed) [Common] Tuna [Common]	Comp [Common]	World Map ▶P.139
—	—	—	—	—	795	569	Carrot [Common] Rabbit Spoon [Ultra Rare]	Carrot [Common]	World Map ▶P.139 107] "Adventure of Duck Port" ▶P.306
—	—	—	—	—	836	531	Apple Gummi [Normal] Aquamant [Super Rare]	—	World Map ▶P.139
—	—	—	—	—	748	679	Life Bottle [Rare]	—	World Map ▶P.139
—	—	—	—	—	910	549	Lemon Gummy [Rare] Beast Claw [Rare]	Mix Gummy [Common]	World Map ▶P.139
—	—	—	—	—	804	563	Chicken [Normal] Monster Feather [Rare]	Egg [Common]	World Map ▶P.139
—	—	—	—	—	788	684	Shell of the Iron Turtle Archeon [Rare]	Orange Gummy [Rare]	World Map ▶P.139
—	—	—	—	—	839	526	Beast Claw [Rare] Lemon Gummy [Rare]	Pork [Normal]	World Map ▶P.139
—	—	—	—	—	815	544	Paralyzebottle [Rare] Banashy Bottle [Rare]	Cabbage [Common]	World Map ▶P.139
—	—	—	—	—	696	630	Nori (Seaweed) [Common] Squid [Common]	Apple Gummy [Normal]	World Map ▶P.139
—	—	—	—	—	817	536	—	—	[07] "Adventure of Duck Boat" ▶P.306
—	—	—	—	—	831	565	—	—	073 "Adventure of Duck Port" ▶P.306

Name	LV	HP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Iron Body Rage	CL	Stun	Weight	Movement	Resistance						
								Endurance				Fire	Water	Earth	Wind	Thunder	Light	Foot
137 Killer Tiger	45	10000	1740	250	215	170	30	5	90	60	重い	1.2	—	—	—	—	—	—	
138 Thunder Wiperan	45	8000	1530	380	255	180	5	7	75	60	普通	1.5	—	—	—	△	○	—	
139 Amber Veil	45	5390	1040	400	190	250	0	5	80	60	Light	1.1	OA			—	—	—	—
140 Siren	45	6280	1140	500	200	325	5	6	110	60	普通	1.3	—	○	—	—	—	—	
141 Prontworm	45	4800	990	400	240	270	0	4	110	60	light	0.8				—	—	—	—
142 Electrical	45	6800	1250	450	262	160	10	6	80	60	普通	1.5	—	—	—	△	○	—	
143 Kuroaserafu (Kuroa Seraphy) [1]	47	67100	1415	550	250	250	65	3	340	20	普通	1.9	—	—	—	—	—	—	×
144 Old Campanula	46	9800	1660	520	255	200	5	7	90	60	Normal	1.0				—	—	△	—
145 Old Cleome Flight	46	5280	1380	450	230	275	0	8	150	60	普通	1.0	—	—	—	—	—	—	
146 Ordogladiolus	46	7900	1500	420	350	180	15	7	65	60	Heavy	1.0	△			—	—	—	—
147 Ordo Geranium	46	5520	1460	405	340	192	10	7	180	60	Heavy	1.0	-	△		—	—	—	—
148 Ordrilly	46	11080	1800	260	295	240	25	5	100	60	重い	1.3	—	—	—	—	△	—	
149 Lavdianthus	49	80900	1200	710	260	400	70	4	280	25	普通	1.5	—	—	△	—	—	—	
150 Hatchet Peak	48	5360	1470	290	260	240	5	8	65	60	普通	1.5	—	—	—	—	—	—	
151 White Jackal	48	7840	1490	525	255	165	5	8	45	60	普通	1.6	△	—	—	—	—	—	
152 [Argent Gunner FRAT]	50	5950	1390	515	234	165	0	7	100	60	普通	1.5	—	—	—	—	△	—	
153 Ice Soul Flight	50	4980	1200	850	200	312	0	7	100	60	軽い	1.5	△	◎	—	—	—	—	
154 Light Soul Flight	50	4980	1200	850	216	298	0	7	100	60	Light	1.4				—	—	—	—	—	◎	△
155 Ruby Great	52	49800	2350	330	330	360	80	3	260	30	超重	1.3	—	×	—	—	—	—	
156 Ruby Golem	52	15800	1770	280	230	320	45	4	130	30	超重	1.2	—	×	—	—	—	—	
157 Sapphire Great	52	52800	2470	360	365	280	75	3	280	30	超重	1.3	×	—	—	—	—	—	
158 Sapphire Golem	52	17300	1900	310	260	240	40	4	130	30	超重	1.2	×	—	—	—	—	—	
159 Topaz Great	52	56800	2620	300	400	200	70	4	350	30	超重	1.3	—	—	—	×	—	—	
160 Topaz Golem	52	19000	2050	250	290	160	35	5	150	30	超重	1.2	—	—	—	×	—	—	
161 Streegow / Strigaw	53	93020	1880	650	300	300	90	4	340	20	普通	1.6	—	△	—	—	—	—	
162 Rasuririi	50	12437	1800	265	360	270	15	8	60	60	Heavy	1.3	—	—	—	—	△	—	
163 Rasu Echinacea Flying	50	6100	1285	610	220	285	0	6	60	60	Light	1.3				—	—	—	—	—	—	△
164 Lonely Campanula	56	12800	1950	625	345	300	5	6	100	60	Normal	1.0	-			△	—	—	—
165 Ronryeupuraia	55	6500	1420	596	304	280	0	6	120	60	普通	1.2	△	—	—	—	—	—	
166 Ronryeupuke	56	7250	1350	698	292	360	10	7	120	60	普通	1.0	△	—	—	—	—	—	
167 Lonley Tritoma	56	9800	1880	666	328	270	15	5	100	60	Normal	1.0	—	—	—	—	—	△	○
168 Bonehead	55	7000	1220	642	258	185	10	8	200	60	light	1.3	—	—	—	—	—	×	◎

Status Resistances					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
Poison	Weakness	Paralysis	Seal	Petrification					
—	—	—	—	—	918	580	Beef [Normal] Beast Claw [Rare]	Salmon [Normal]	Raitan Brēme ▶P.234
—	—	—	—	—	904	619	Lemon Gummy [Rare] Thunder Mantle [Ultra Rare]	Chicken [Normal]	Raitan Brēme ▶P.234
◎	—	—	—	—	845	632	Weak Bottle [Rare] Liqueur Bottle [Common]	Mushroom [Common]	Raitan Brēme ▶P.234
—	—	—	—	—	878	711	Pine Gummy [Rare] Resist Ring [Ultra Rare]	Orange Gummy [Rare]	Mount Ramei Breme ▶P.234
—	—	—	—	—	836	754	Cabbage [Common] Weak Bottle [Rare]	Lettuce [Normal]	Mount Ramei Breme ▶P.234
—	—	—	—	—	880	652	Life Bottle [Rare] Demon's Cap [Super Rare]	—	Mount Ramei Breme ▶P.234
◎	—	◎	—	—	33000	25000	Feet Symbol [100%]	—	Raitan Brēme ▶P.237
—	—	—	—	—	977	734	Tomato [Common] Banashy Bottle [Rare]	Daikon [Common]	World Map ▶P.139 Spilmaze of Sinhara Picture P.240
—	—	—	—	—	916	859	Stone Bottle [Rare] Lemon Gum [Rare]	Lettuce [Normal]	World Map ▶P.139 Spilmaze of Sinhara Picture P.240
—	—	—	—	—	945	754	Vine Gum [Rare] Orange Gum [Common]	Cabbage [Common]	Spilmaze of Sinhara Picture P.240 World Map ▶P.139
—	—	—	—	—	930	783	Poison Bottle [Rare] Vine Gum [Rare]	Orange Gummy [Rare]	Spilmaze of Sinhara Picture P.240
◎	—	◎	—	—	1050	697	Mix Gum [Rare] Miracle Gum [Ultra Rare]	Paralai Bottle [Common]	Spilmaze of Sinhara Picture P.240
◎	—	◎	—	—	38500	28000	Red Saffron [100%]	—	Shinhara's Picture: Spellmaze P.245
—	—	—	—	—	1012	631	Chicken [Normal] Monster Feather [Rare]	Egg [Common]	World Map ▶P.139
—	—	—	—	—	1100	605	Pork [Normal] Beast Claw [Rare]	—	World Map ▶P.139
◎	—	—	—	—	1120	827	Orange Gummies [Normal] Nano Protector [Ultra Rare]	Spectacles [Normal]	Artificial Thought Sandrion Core P.248
—	—	—	—	—	999	915	Lemon Gum [Rare] Aquamant [Super Rare]	Orange Gummies [Normal]	Artificial Thought Sandrion Core ▶P.248
—	—	—	—	—	1050	868	Pine Gummy [Rare] Star Circlet [Ultra Rare]	Life Bottle [Normal]	Artificial Thought Sandrion Core P.248
◎	—	◎	—	—	7250	8000	Red Saffron [100%]	—	Artificial Thought Sandrion Core ▶P.250
○	—	◎	—	—	1160	1347	Apple Gummi [Common] Life Bottle [Rare]	Lemon Gummy [Rare]	Artificial Thought Sandrion Core ▶P.248
◎	—	◎	—	—	7250	8000	Red Savory [100%]	—	Artificial Thought Sandrion Core ▶P.251
○	—	◎	—	—	1280	1092	Orange Gummi [Common] Life Bottle [Rare]	Pine Gummy [Rare]	Artificial Thought Sandrion Core ▶P.248
◎	—	◎	—	—	7250	8000	Red Chamomile [100%]	—	Artificial Thought Sandrion Core ▶P.252
○	—	◎	—	—	1210	1238	Life Bottle [Normal]	Mixed Gummy [Rare]	Artificial Thought Sandrion Core ▶P.248
◎	—	◎	—	—	48000	35000	Red Sage [100%]	—	Artificial Thought Sandrion Core ▶P.249
◎	—	◎	—	—	1225	642	—	Miracle Gummy [Normal]	Noquin (2) ▶P.255
—	—	—	—	—	1017	751	—	Negi [Normal]	Noquin (2) ▶P.255
—	—	—	—	—	1324	756	Black Moon Fragment [Super Rare] Life Bottle [Rare]	Mix Gummy [Common]	Estrega ▶P.253 Max Castle ▶P.256
—	—	—	—	—	1077	832	Lemon Gummy [Rare]	—	Estrega ▶P.253 Max Castle ▶P.256
—	—	—	—	—	1252	766	Buying Gummy [Rare] Seal Bottle [Normal]	Orange Gummies [Normal]	Estrega ▶P.253 Max Castle ▶P.256
◎	—	◎	—	—	965	1013	Black Moon Fragment [Rare] Miracle Gummy [Ultra Rare]	Apple Gummy [Normal]	Estrega ▶P.253 Max Castle ▶P.256
—	—	—	—	—	1010	976	High Holy Bottle [Rare] Mirage Cloak [Rare]	Holy Bottle [Common]	Max Castle ▶P.256

Name	LV	HP	Physical Attack	Magic Attack	Physical Defense	Steel Body	Rage	Stun	CL	Weight	Movement	Resistance						
									Durability			Fire	Water	Earth	Wind	Thunder	Light	All
169 Darkness Spot	55	6150	1480	608	284	280	0	8	150	60	Light	1.5	—	○	—	—	—	△	○
170 Ｄe-Chat	55	8000	1600	280	315	270	0	6	80	60	普通	1.5	—	—	—	—	—	×	◎
171 Swindler	57	77777	2800	1200	400	320	150	3	300	50	Normal	1.7	—	—	—	—	—	—	—
172 Lonli Veronica	57	117500	2045	750	410	330	125	2	360	10	超重	1.0	—	—	—	—	—	×	◎
173 u-Bonaｷ Flight	57	18761	1845	612	311	316	40	7	120	60	普通	1.0	△	○	—	—	—	—	—
174 Flame Bat Flight	58	5280	1420	380	255	300	0	6	0	60	light	150△				—	—	—	—
175 Lava Golem	58	22500	2100	340	325	180	40	5	130	60	超重	1.2	◎	×	○	—	—	—	—
176 Praise Boar	58	8800	1720	290	268	198	0	6	100	80	普通	1.5	◎	△	—	—	—	—	—
177 Dragon Tail	58	7200	1380	720	290	400	5	6	200	60	普通	1.3	○	△	—	—	—	—	—
178 Tosageko	58	6400	1500	320	320	225	0	7	70	60	普通	1.2	○	—	—	—	—	—	—
179 Sheer Geranium	58	6980	1600	355	420	194	10	6200	60	heavy	1.0		—	△	—	—	—	—	—
180 Sheer Campanula	58	14200	1870	750	332	362	10	7	100	60	普通	1.0	—	—	—	—	△	—	—
181 Sheer Gladiolus	58	8482	1775	370	380	204	5	6	120	60	heavy	い	1.0	○	△	—	—	—	—
182 Volga Jaws	60	158400	2510	770	470	250	200	4	380	15	超重	1.0	◎	×	—	—	—	—	—
— Incarose [2A]	50 55 60	19000 22000 25000	920 960 1020	542 592 642	300 335 370	248 273 298	0	3	130	50	普通	2.1	—	—	—	—	—	△	○
— Incarose [2B]	50 55 60	16000 19000 22000	710 760 810	740 790 840	250 285 320	314 339 364	5	3	130	50	Normal	2.1	—	—	—	—	—	△	○
183 Lamoruroa	70	114478	1794	945	414	498	60	4	300	15	Normal	1.00 -			—	—	—	△	○
184 Lamorraser	70	20786	2178	594	305	159	10	4	350	30	普通	1.0	—	—	—	—	—	△	○
185 Earth Dragon	75	13778	2265	587	512	264	10	7	130	40	Normal	1.5	—	—	◎	×	—	—	—
186 Lichtrol	75	19390	2590	498	589	247	45	7	90	40	普通	1.2	—	—	—	—	—	—	○
187 Macchia Uno	75	12750	1987	702	484	423	5	4	115	40	Light	1.0				—	—	—	—
188 Macchia Dieci 71117	75	10526	1798	1058	467	516	0	4	115	40	light	1.0	—	—	—	—	—	△	○
189 Death Hornet flying	63	7268	2231	372	320	281	5	7120	40	light	1.5△					—	—	—	—
190 Ubarba	63	10498	1498	417	401	370	0	7	120	40	light	1.2	—	○	—	—	△	△	—
191 Nepenthes	63	8655	1423	762	385	376	0	7	115	40	軽い	1.5	△	○	○	—	—	—	—
192 Berserker Glove	63	13465	1890	413	292	362	10	8	90	40	普通	1.0	△	○	○	—	—	—	—
193 Minure	68	11435	1849	447	450	260	10	4	90	40	普通	1.0	—	—	—	—	△	—	—
194 Naga	68	7498	1435	893	349	412	5	7	120	40	Normal	13-00△△						—	—
195 Marine Drill Flying	68	9516	1579	500	357	330	0	7	110	40	普通	1.0	△	○	—	—	—	—	—
196 Focalord Dread	68	18723	2553	475	421	295	35	8	130	40	Normal	120A				—	—	—	—
197 Flower Pattern Flight	72	8940	1660	991	454	495	0	7	160	40	Light	1.5△				—	—	—	—

Status Resistances					Experience Points	Gald	Drop Items	Stealable Items	Main Appearance Locations
毒	Weakness	Paralysis	Seal	Petrification					
—	—	—	—	—	1180	810	Banashia Bottle [Ultra Rare] Seal Bottle [Common]	Lettuce [Normal]	Max Castle ▶P.256
—	—	—	—	—	1028	902	Life Bottle [Rare] Sacred Helm [Ultra Rare]	Life Bottle [Normal]	Max Castle ▶P.256
—	—	—	—	—	7562	7000	—	—	Max Castle ▶P.256 Crystal World ▶P.270
◎	—	◎	—	—	55000	37000	Turquoise [100%]	—	Max Castle ▶P.259
—	—	—	—	—	1500	500	Squid [100%]	—	120 "The Treasure of the Robin Hood Alfreed" ▶P.307
—	—	—	—	—	1093	1109	Liqueur Bottle [Normal] Flare Mantle [Ultra Rare]	Liqueur Bottle [Normal]	Vamel Volcano ▶P.260
○	—	◎	—	—	1462	853	Miracle Gummi [Ultra Rare] Plate Mail [Ultra Rare]	Salt [Common]	Vamel Volcano ▶P.260
—	—	—	—	—	1350	899	Hundred-Year Bison Hoof [Rare]	Pork [Normal]	Vamel Volcano ▶P.260
—	—	—	—	—	1232	932	Vying Gummy [Rare]	Orange Gummy [Rare]	Vamel Volcano ▶P.260
—	—	—	—	—	1146	1063	Lemon Gummy [Rare]	Chicken [Normal]	Mel 火山 ▶P.260
—	—	—	—	—	1134	862	Pararaiboboru [Normal] Banashiaboboru [Rare]	Shrimp [Common]	Mel 火山 ▶P.260
—	—	—	—	—	1296	920	Tamanegi [Normal] Mixed Gummy [Rare]	—	Meru Volcano ▶P.260
—	—	—	—	—	1199	1028	Daikon [Common] Miracle Gummy [Super Rare]	Mixed Gummy [Rare]	Meru Volcano ▶P.260
◎	—	◎	—	—	60000	40000	Charge Ring [100%]	—	Meru Volcano ▶P.265
◎	—	◎	—	—	27500	20000	—	—	Vamel Volcano ▶P.264
◎	—	◎	—	—	27500	20000	—	—	Vamel Volcano ▶P.264
◎	—	◎	—	—	30000	50000	Red Savory [100%]	—	33 "Distortion of the W ▶P.308
◎	—	◎	—	—	0	0	—	—	383 "Distortion of the World" ▶P.308
—	—	—	—	—	2262	1434	Mixed Gummi [Common] Earth Mantle [Rare]	Beef [Common]	World Map ▶P.139
—	—	—	—	—	2525	1288	Grape Gummy [Ultra Rare] Beast Claw [Rare]	Mixed Gummy [Rare]	World Map ▶P.139
—	—	—	—	—	2147	1585	Lemon Gummy [Rare]	Panacea Bottle [Rare]	World Map ▶P.139
—	—	—	—	—	1988	1743	Pine Gummy [Rare] Resist Press [Ultra Rare]	—	World Map ▶P.139
—	—	—	—	—	1816	1488	Mix Gummy [Common]	—	World Map ▶P.139
—	—	—	—	—	1870	1389	Nori (Seaweed) [Common] Miracle Gummy [Ultra Rare]	[Complete [Common]	World Map ▶P.139
—	—	—	—	—	1942	1299	Seal Bottle [Common] Seal Check [Ultra Rare]	Lettuce [Normal]	World Map ▶P.139
—	—	—	—	—	2010	1232	Grape Gummy [Ultra Rare] Tomato [Common]	Cabbage [Common]	World Map ▶P.139
—	—	—	—	—	1799	1456	Miracle Gummy [Rare] Sacred Helm [Ultra Rare]	Mix Gummy [Common]	World Map ▶P.139 [40] "Chen's Adult Past" ▶P.298
—	—	—	—	—	1729	1509	Ancient Fish Fin [Common]	—	World Map ▶P.139 40 "Lord Chen's Past" ▶P.298
—	—	—	—	—	1764	1250	Squid [Normal] Shrimp [Common]	Tuna [Common]	World Map ▶P.139 1089 "The Real Kohaku③" ▶P.294
—	—	—	—	—	2132	2300	—	—	World Map ▶P.139
—	—	○	—	—	1973	1456	Vine Gummy [Rare] Star Circlet [Ultra Rare]	—	World Map ▶P.139

Name	LV	HP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	CL	Stone	Weight	Movement	Durability	Anger	Resistance						
													Fire	Water	Earth	Wind	Thunder	Light	Leg
198 Cornu	72	21600	2530	487	634	200	40	7	90	40	Heavy	0.8	—	—	—	—	—	○	△
199 Aile	72	9190	1895	649	498	406	0	7	110	40	普通	1.5	○	△	—	—	—	—	
200 Helgeko	72	8650	2087	581	486	290	0	7	110	40	普通	1.2	○	—	—	—	—	△	○
201 Giant Otaota	100	99999	6666	888	777	666	50	7	800	40	Light	0.4	—	—	—	—	—	—	—
202 Scarceranium	61	7597	1630	400	480	270	15	8	120	70	Heavy	1.0-		—	△	—	—	—	—
203 Scarbuque	61	8674	1050	780	290	420	5	7	80	70	普通	1.0	—	—	△	—	—	—	—
204 ScarCleome Travel	61	6300	1420	390	355	350	0	6	200	70	Normal	10-		—	△	—	—	—	—
205 Skadaria	61	13163	1850	410	450	355	15	8	80	70	Heavy	1.1 -			—	—	△	—	—
206 Possession Strigaou	63	116200	2100	550	450	380	100	4	380	20	普通	1.7	—	△	—	—	—	—	○
207 Guilty Echinacea [Bank]	63	6800	1280	780	312	360	0	5200	50	light	1.3		—	—	—	△	—	—	—
208 Guilty Campanula	63	16000	1920	820	356	392	10	6100	50	Normal	1.0		—	—	—	△	○	—	—
209 Basilisk	63	7950	1350	390	372	335	5	6	110	50	普通	1.5	—	—	○	△	—	—	—
210 Clino Seraph	64	85000	1940	700	475	310	60	2150	30	Normal	1.6		—	—	—	—	—	×	—
211 Croa Seraph [2]	64	72100	2050	490	250	260	40	4	150	30	普通	1.8	—	—	—	—	—	—	×
212 Grapplerower	65	9250	1550	420	352	295	0	6	85	50	普通	1.0	△	○	○	—	—	—	—
213 Ancient Golem	65	25000	2390	405	398	246	35	5	100	50	超重	1.2	—	—	◎	×	—	—	—
214 Gatekeeper Flight	65	6500	1470	488	436	225	0	5	60	50	普通	1.5	—	—	—	—	△	—	—
215 Ice Demon	65	10000	1320	840	384	390	10	7	150	50	普通	1.5	△	○	—	—	—	△	○
216 Inca Rose ILL	67	160200	2210	890	500	430	105	3	360	20	普通	1.8	—	—	—	—	—	△	—
217 Despair Bouquet	69	11500	1360	920	440	500	5	7	90	50	普通	1.0	△	—	—	—	—	—	—
218 Galsboa	69	8200	1670	820	455	400	0	7	110	50	Light	1.0		—	—	—	—	△	—
219 Despair Gladiolus	69	10120	2010	660	510	240	10	6	250	50	重い	1.0	△	—	—	—	—	△	○
220 Despair Geranium	69	9800	1880	640	540	220	10	6	250	50	heavy	い	1.0	—	—	—	—	△	—	—
221 Garutoritoma	70	18000	2150	1035	480	390	30	5	140	50	普通	1.0	—	—	—	—	—	△	○
222 Garudaria	70	13500	2580	640	498	385	10	7	115	50	Heavy	1.1 - △			—	—	—	—	—
223 Garuansasu	70	12250	1205	980	475	460	15	7	145	50	Normal	1.5		—	—	△	—	—	—
224 Despair Lily	70	10950	2230	580	620	370	15	7	95	50	Heavy	1.3		—	—	—	—	△	—
225 Garworm	69	9300	1890	430	390	285	0	6	150	50	普通	1.0	—	△	—	—	—	—	○
226 Abenthall	70	168500	2450	370	450	360	80	4	270	15	超重	1.0	△	—	◎	—	—	—	—
227 Gardenia Core	72	183070	2580	960	480	350	150	3	250	10	超重	1.0	—	—	—	—	—	△	◎
228 Garusufia	70	7500	1550	825	250	300	0	5	500	50	普通	1.0	—	—	—	—	—	△	○
229 Creed	74	235000	2650	1110	460	460	130	4	510	5	Normal	1.7	—	—	—	—	—	△	—

Status Resistances					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
毒	Weakness	Paralysis	Seal	Petrification					
—	—	—	—	—	2080	1512	Reflex [Super Rare]	Tuna [Common]	World Map ▶P.139
—	—	—	—	—	1997	1645	Stone Bottle [Common] Stone Check [Rare]	Stone Bottle [Common]	World Map ▶P.139
—	—	—	—	—	2020	1393	Miso [Rare] Vine Gummy [Rare]	Paralai Bottle [Common]	World Map ▶P.139
—	—	—	—	—	11111	9999	Omega Elixir [100%]	—	World Map ▶P.139
—	—	—	—	—	1250	911	Shrimp [Common] Poison Bottle [Rare]	Liqueur Bottle [Normal]	Mobile Crystal Castle Sandrion (2) ▶P.266
—	—	—	—	—	1347	988	Tomato [Common] Pine Gummy [Rare]	Orange Gummy [Rare]	Mobile Crystal Castle Sandrion (2) ▶P.266
—	—	—	—	—	1244	937	Weak Bottle [Rare] Banashia Bottle [Super Rare]	Weak Bottle [Rare]	Mobile Crystal Castle Sandrion (2) ▶P.266
◎	—	◎	—	—	1430	1001	Bararai Bottle [Rare] Miracle Gummy [Super Rare]	Apple Gummy [Normal]	Mobile Crystal Castle Sandrion (2) ▶P.266
◎	—	◎	—	—	65000	45000	Red Sage [100%]	—	Mobile Crystal Castle Sandrion (2) ▶P.269
—	—	—	—	—	1430	1141	Negi [Normal] Black Moon Fragment [Rare]	Liqueur Bottle [Normal]	Crystal Realm ▶P.270 Tower of Hope Jackseed ▶P.272
—	—	—	—	—	1461	1225	Onion [Common] Black Moon Fragment [Rare]	Orange Gummy [Rare]	Keihin Realm ▶P.270 Tower of Hope Jackseed ▶P.272
—	—	—	—	—	1487	914	Stone Bottle [Rare] Stone Check [Ultra Rare]	Stone Bottle [Common]	Luxury Realm ▶P.270 Tower of Hope Jackseed ▶P.272
◎	—	◎	—	—	38000	25000	Brutal Talisman [100%]	—	Wandaridoru ▶P.271
◎	—	◎	—	—	39000	25000	Feet Symbol [100%]	—	Wandaridoru ▶P.271
○	—	—	—	—	1541	1187	[Cabbage [Common] Banashia Bottle [Rare]	Negi [Normal]	Tower of Hope Jackseed ▶P.272
○	—	◎	—	—	1724	1302	Miracle Gummy [Rare] Crystal Mail [Super Rare]	Life Bottle [Normal]	Tower of Hope Jackseed ▶P.272
◎	—	—	—	—	1613	1257	Spectacles [Common] Nano Protector [Super Rare]	Spectacles [Normal]	Tower of Hope Jackseed ▶P.272
—	—	—	—	—	1573	1260	Vine Gummy [Rare] Crystal Crest [Super Rare]	Orange Gummy [Rare]	Tower of Hope Jackseed ▶P.272
◎	—	◎	—	—	82000	55000	Omega Elixir [100%]	—	Tower of Hope Jackseed ▶P.275
—	—	—	—	—	1802	1334	Miracle Gummy [Rare] Black Moon Fragment [Rare]	Mixed Gummy [Rare]	Salvation System: Gardenia ▶P.278
—	—	—	—	—	1551	1043	Comp [Common] Black Moon Fragment [Rare]	Lettuce [Normal]	Salvation System: Gardenia ▶P.278
—	—	—	—	—	1593	1162	Lemon Gummy [Rare] Black Moon Fragment [Rare]	Apple Gummy [Normal]	Salvation System: Gardenia ▶P.278
—	—	—	—	—	1588	1260	Banashia Bottle [Rare] Black Moon Fragment [Rare]	Seal Bottle [Normal]	Salvation System: Gardenia ▶P.278
◎	—	◎	—	—	1760	1400	Black Moon Fragment [Rare] Grape Gummy [Super Rare]	Weak Bottle [Normal]	Salvation System: Gardenia ▶P.278
◎	—	◎	—	—	1870	1362	Peach Gummy [Super Rare] Stone Bottle [Common]	Life Bottle [Normal]	Salvation System: Gardenia P.278
◎	—	◎	—	—	1714	1274	Black Moon Fragment [Rare] [Treat [Super Rare]	Lemon Gummy [Rare]	Salvation System: Gardenia ▶P.279
◎	—	◎	—	—	1841	1323	Black Moon Fragment [Rare] Specific [Super Rare]	Banashia Bottle [Normal]	Salvation System: Gardenia ▶P.279
—	—	—	—	—	1574	1057	—	—	Salvation System: Gardenia ▶P.279
◎	—	◎	—	—	90000	60000	Alexandrite [100%]	—	Salvation System: Gardenia ▶P.283
◎	—	◎	—	—	0	0	—	—	Salvation System: Gardenia ▶P.284
—	—	◎	—	—	0	0	—	—	Salvation System: Gardenia ▶P.284
◎	—	◎	—	—	0	0	—	—	Salvation System: Gardenia ▶P.284

Name	LV	HP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Steel Body	Rage	CL	Charm	Weight	Movement	Resistance							
									Durability				Fire	Water	Earth	Wind	Thunder	Light	Foot	
230 Shovusuri Flight	80	17500	2460	720	608	478	0		6230	60	Light	1.5	—	—	×	—	◎	△	○	
231 Lapan	80	21000	2340	810	635	460	0		6230	60	Light	1.4	—	—	×	—	◎	○	△	
232 Arenie	80	18800	2580	862	666	450	0		7230	60	Light	1.5	—	—	—	—	—	—	—	
233 Mackia Seii	80	20500	2620	955	643	500	10		7	160	60	Light	1.0	—	—	—	—	—	△	○
234 Mackia Cinque [Bank]	80	16400	2275	1125	578	582	10		7	140	60	Light	1.00	—	—	—	—	—	△	○
235 Yurtim de Rose	85	286426	3201	1147	600	591	155		3	440	10	超重	1.2	×	—	—	—	—	△	○
236 Shadow Hisui	125	105059	1278	1251	545	684	20		2	270	10	Normal	1.7	—	○	×	◎	—	—	—
237 Shadow Ines	125	134388	1533	942	684	553	45		2	270	5	Normal	1.6	—	◎	—	—	×	—	—
238 Monstrol	90	32800	2790	726	625	384	40		7	120	60	Heavy	1.2	—	—	△	—	○	—	—
239 Sangurie	90	26200	2524	735	558	413	0		6	150	60	Normal	1.5	◎	×	—	—	—	—	—
240 Deu	90	19500	2436	718	572	610	0		0	100	60	普通	1.7	—	—	—	—	—	—	—
241 Torushu	90	22400	2622	908	700	492	50		6	180	60	普通	1.0	—	—	—	△	—	—	—
242 Macchia Quattro	90	26500	2345	1180	650	586	10		7	160	60	Light	1.0	—	—	—	—	—	△	○
243 Macchia Quindi [Flight]	90	21820	2078	1246	584	678	10		7	140	60	Light	1.0	—	△	—	—	—	△	○
244 Soleil Levan	95	328524	2684	1439	503	703	140		3	420	10	Normal	1.9-	—	—	△	—	—	○	○
245 Shadow Beril	125	89082	1170	2146	484	751	20		3	270	10	Normal	1.6-00	—	—	—	—	◎	—	○
246 Shadow Kunzite	125	126225	1268	1186	703	563	35		2	270	5	Normal	1.7	—	—	—	—	—	×	◎
247 Barajit	100	22400	2450	948	698	580	10		5300	40	Light	1.0	—	—	—	—	—	—	△	◎
248 Tetal	100	21500	2325	670	672	624	0		7250	40	Light	1.20	—	—	—	—	△	—	○	
249 黴粘菌	100	20750	2115	894	610	400	0		7	250	40	普通	0.9	—	—	—	—	—	△	○
250 Trezor	125	51675	4050	1500	673	641	80		10	400	40	普通	1.5	—	—	—	—	—	—	—
251 Satanofani	103	24000	2550	1040	720	420	0		7	250	40	普通	1.4	—	—	—	—	—	—	△
252 Transian	103	22200	2280	920	695	628	10		7	150	40	Normal	1.4	—	—	—	—	—	—	△
253 Mank	103	20500	2040	1120	675	730	0		6	200	40	普通	1.4	—	—	—	—	—	—	△
254 Chevalier	103	21980	2100	825	666	745	10		0	150	40	普通	1.7	—	—	—	—	—	—	—
255 Cadavre	103	28000	2280	900	520	514	0		7	130	40	普通	0.7	—	—	—	—	—	×	◎
256 Sukuretto	103	23000	2165	960	612	632	10		6	100	40	普通	1.5	—	—	—	—	—	×	◎
257 Furūru	103	22000	2250	728	684	640	10		7	100	40	普通	1.0	△	○	○	—	—	—	—
258 Gargoyle	103	19800	1970	1034	705	534	10		6	135	40	普通	1.5	—	—	—	—	—	×	◎
259 Arcdeus	107	353586	2469	1605	503	1040	120		4	385	10	Normal	150x	—	—	—	—	—	△	○
260 Deus Leaper	107	33550	3403	791	356	310	30		4	395	10	Normal	1.9	—	—	—	—	—	△	○
261 Owaso Flying	110	21800	2200	1089	635	454	0		6	250	40	普通	1.3	—	△	—	—	×	—	—

Status Resistances						Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
毒	Weakness	Paralysis	Seal	Petrification						
—	—	—	—	—		3757	1092	Miracle Gummy [Rare] Natuasnaibel [Super Rare]	Spectacles [Normal]	Triverse Gate A (Andale Mine side) ▶P.334
—	—	—	—	—		3995	1494	Rabbit Symbol [Rare] Nereis Flosse [Super Rare]	Carrot [Common]	Triverse Gate A (Andeel Mine Side) ▶P.334
◎	—	—	—	—		3672	1204	Banashia Bottle [Rare] Poison Check [Super Rare]	Poison Bottle [Normal]	Triverse Gate A (Andeel Mine Side) ▶P.334
—	—	—	—	—		4233	1396	Lemon Gummy [Rare]	—	Triverse Gate A (Andeel Mine Side) ▶P.334
—	—	—	—	—		4352	1054	Buying Gummy [Rare]	Orange Gummies [Normal]	Triverse Gate A (Andeel Mine Side) ▶P.334
◎	—	◎	—	—		138000	60000	Elemental Crest [100%]	—	Driver's Gate A (Andeel Mine Side) ▶P.336
◎	—	◎	—	—		153000	30000	—	—	Triverse Gate A (Andeel Mine Side) ▶P.349
◎	—	◎	—	—		153000	30000	—	—	Triverse Gate A (Andeel Mine Side) ▶P.350
—	—	—	—	—		4692	948	Demon Beast Claw [Rare] Life Bottle [Rare]	Salmon [Normal]	Triverse Gate A (Scheherah Desert Side) ▶P.335
—	—	—	—	—		4947	1248	Pork [Common] Iris Papillon [Super Rare]	—	Triverse Gate A (Scheherah Desert Side) ▶P.335
—	—	—	—	—		4879	1294	Banashia Bottle [Rare] Zeen Krieger [Super Rare]	Spectacles [Normal]	Triverse Gate A (Scheherah Desert) ▶P.335
◎	—	◎	—	—		5202	1290	Specific [Rare]	Orange Gummies [Normal]	Triverse Gate A (Scheherah Desert Side) ▶P.335
—	—	—	—	—		5236	1332	Lemon Gummy [Rare] Specific [Super Rare]	Apple Gummy [Normal]	Triverse Gate A (Scheherah Desert Side) ▶P.335
—	—	—	—	—		5304	1364	Pine Gummy [Rare] Treat [Super Rare]	—	Triverse Gate A (Scheherah Desert Side ▶P.335
◎	—	◎	—	—		206000	75000	Mam Bane [100%]	—	Triverse Gate A (Sheherah Desert side) ▶P.336
◎	—	◎	—	—		153000	30000	—	—	Tri-Pass Gate A (Shehe rah Desert side) ▶P.349
◎	—	◎	—	—		153000	30000	—	—	Driver's Gate A (Shehe rah Desert side) ▶P.350
○	—	○	—	—		7024	1329	Life Bottle [Rare] Miracle Gummy [Super Rare]	Spectacles [Normal]	Traverse Gate B (3rd Layer) P.343 Driver's Gate B (Lowest Layer) P.345
—	—	—	—	—		6075	1367	Buy Gummy [Rare] Peach Gummy [Super Rare]	Orange Gummies [Normal]	Traverse Gate B (2nd Layer) ▶P.341
—	—	—	—	—		5134	1124	Lemon Gummy [Rare] Grape Gummy [Super Rare]	Apple Gummy [Normal]	Traversal Gate B (1st Floor) P.338
—	—	—	—	—		30000	765	—	—	Triverse Gate B (1st Floor) P.338 Traversal Gate B (2nd Floor) P.341
—	—	—	—	—		6086	1534	Feet Symbol [Ultra Rare]	Apple Gummy [Common]	Triverse Gate B (1st Floor) P.338
—	—	—	—	—		5899	1059	Flame Thought Stone [Ultra Rare]	Apple Gummy [Normal]	Triverse Gate B (1st Layer) ▶P.338
—	—	—	—	—		5270	1183	High Holy Bottle [Rare] Holy Thought Stone [Ultra Rare]	Orange Gummies [Normal]	Triverse Gate B (1st Layer) ▶P.338
—	—	—	—	—		5882	1269	Specific [Rare] Brute Talisman [Ultra Rare]	Lemon Gummy [Rare]	Triverse Gate B (1st Layer) ▶P.338
—	—	—	—	—		5185	1199	High Dark Bottle [Rare] Life Bottle [Common]	Apple Gummy [Normal]	Triverse Gate B (1st Layer) ▶P.338
—	—	—	—	—		5372	1507	Life Bottle [Common] Specific [Rare]	Liqueur Bottle [Common]	Triverse Gate B (Floor 1) P.338
—	—	—	—	—		5508	1302	Cabbage [Common] Laurel [Ultra Rare]	Saffron [Ultra Rare]	Triverse Gate B (1st Layer) P.338
—	—	—	—	—		5763	1599	Vine Gummy [Rare] Peach Gummy [Ultra Rare]	Orange Gummies [Normal]	Triverse Gate B (1st Layer) ▶P.338
◎	—	◎	—	—		291000	80000	Elemental Cloak [100%]	—	Triverse Gate B (1st Layer) ▶P.339
◎	—	◎	—	—		0	0	—	—	Triverse Gate B (1st Layer) ▶P.339
—	—	—	—	—		6259	1372	Monster Feather [Rare] Chicken [Normal]	Egg [Common]	Traverse Gate B (2nd Layer) ▶P.341

Name	LV	HP	Physical Attack	Physical Defense	Magic Defense	CL	Stamina	Faint	Weight	Movement	Anger	Resistance						
												Fire	Water	Earth	Wind	Thunder	Light	Leg
262 Sauria	110	24600	2250	1121	692	442	25	7	180	40	普通	1.5	—	—	—	—	—	—	—
263 Rue	110	25500	2380	774	644	460	15	6	120	40	普通	1.6	—	—	×	—	◎	◎	×
264 Mutation	110	24220	2330	1068	682	455	10	7	150	40	普通	1.2	—	—	—	—	—	—	—
265 Siren	110	23000	2150	1155	628	780	30	7	250	40	普通	1.3	—	◎	—	—	×	—	—
266 Shunil	115	19500	1876	989	615	682	30	7250 40 Light 1.0△						—	—	○	△	—	—
267 Macchia Due	110	23400	2080	1100	650	675	20	6140 40 Light 1.0						—	—	—	—	△	○
268 Macchia Tre	110	22250	2270	1040	584	732	25	6 150 40 light 1.0						—	—	—	—	△	○
269 Ayoine	110	23820	2460	1084	720	456	40	6200 40 heavy 1.1						—	—	—	△	—	—
270 Duc	110	45000	2650	955	685	425	70	6	250	40	普通	1.2	—	—	—	—	—	—	○
271 Corail du Monde	113	455661	2789	1043	531	424	135	4	210	20	超重	1.0	○	—	○	—	△	—	×
272 Veil	110	19232	2642	1119	403	301	10	4	350	40	普通	1.0	○	—	○	—	△	—	×
273 Cochinele Flight	115	19700	2250	1240	663	910	20	6300 40 Light 1.5						—	—	△	—	O OD		
274 Dinosol	115	34000	2600	930	740	546	30	7	120	40	普通	1.8	○	△	—	—	—	—	—
275 Ombre Flight	115	22200	1780	1150	598	1044	5	6	135	40	軽い	1.5	◎	◎	◎	◎	◎	◎	◎
276 Barz	115	24500	2219	1040	622	595	10	6300 40 Light 1.5						—	—	—	—	—	—	—
277 Beck	115	31800	2600	875	737	662	30	6	150	40 Normal 1.5 A				—	—	○	—	—	—
278 Koshumaar Flight	115	27500	1720	1012	705	620	10	7300 40 Light 1.3						—	—	—	—	×	◎
279 Mimesis	115	26800	2012	912	634	572	5	7 135 40 Light 1.1						—	—	◎	×	—	—	—
280 Glaiwul	115	32200	2064	854	796	460	20	6	65	40	重い	1.0	△	—	—	—	—	—	—
281 Korusāju	115	29500	1988	1350	642	764	10	6	165	40 Normal 1.0△				—	—	—	—	—	—	—
282 Shigonū	115	28800	2315	818	804	446	0	7	165	40 Heavy 1.0				—	—	—	△	—	—	—
283 Dofan	115	31000	2420	1100	695	987	15	7	300	40 Normal 1.5				—	—	△	—	—	—	—
284 Crosse	115	35600	2740	1045	708	489	10	8	120	40 Normal 1.0				—	—	—	—	—	—	—
285 Gatum Jozu	118	657063	3714	1822	601	479	250	2	370	5	普通	1.6	—	△	—	×	—	—	—
286 Būve	120	34500	2985	1055	720	350	70	5	200	30 Overweight 1.2				—	—	—	—	—	—	×
287 Macchia Grande	120	31200	3200	1180	700	460	40	6150 30 heavy 0.8						—	○	—	—	—	△	○
288 Macchia Venti	120	36500	3060	1240	650	780	40	6	130	30 heavy 0.8				—	—	—	—	—	△	○
289 Shadow Sing	125	123526	1416	1034	734	627	30	2	270	10 Normal 1.7				—	—	—	—	◎	○	×
290 Shadow Kohaku	125	96064	1188	1444	573	685	25	3	270	15 Normal 1.80 x					—	○	—	○	—	
291 Shadow Chalcedony	125	111039	1298	1321	655	674	25	2	270	10 Normal 1.9				—	—	—	—	—	◎	×
292 Shadow Galad	125	137257	1375	1057	677	628	35	2	270	5 Normal 1.5				—	—	◎	×	—	—	—
293 Faldialmeas 130 1000000 7500 6000 650						750	270	5	450	1 Super Heavy 1.0				—	—	—	—	—	—	—

Status Resistance					Experience	Gald	Drop Items	Stealable Items	Main Appearance Locations
Poison	Weakness	Paralysis	Seal	Petrify					
—	—	—	—	—	6747	1550	Buying Gummy [Rare] Storm Thought Stone [Ultra Rare]	—	Traverse Gate B (Layer 2) P.341
—	—	—	—	—	6349	1615	Ebony Wylde [Super Rare] Lemon Gummy [Common]	Pork [Normal]	Triaverse Gate B (2nd Floor) P.341
—	—	—	—	—	6295	1664	Mochi-Mocchin Powder [Common] Salmon [Normal]	Banashia Bottle [Common]	Triaverse Gate B (2nd Floor) P.341
—	—	—	—	—	6801	1620	Tuna [Common] Ice Nen Stone [Super Rare]	Ancient Fish Fin [Common]	Driver's Gate B (2nd Floor) P.341
—	—	—	—	—	6661	1124	Weak Bottle [Normal] Weak Check [Ultra Rare]	Banashia Bottle [Common]	Triverse Gate B (2nd Layer) P.341
—	—	—	—	—	7037	1804	Lemon Gummy [Common] Specific [Rare]	Apple Gummy [Normal]	Triaverse Gate B (2nd Floor) P.341
—	—	—	—	—	6946	1701	Lemon Gummy [Rare] Sage [Super Rare]	Apple Gummy [Normal]	Triaverse Gate B (2nd Floor) P.341
◎	—	◎	—	—	7235	1993	Specific [Common] Savory [Super Rare]	Vine Gummy [Common]	Traverse Gate B (2nd Layer) P.341
◎	—	◎	—	—	9153	1653	Rebel Road [Super Rare] Pork [Common]	[Beef [Common]	Traverse Gate B (2nd Layer) P.341
◎	—	◎	—	—	410000	90000	Blue Amulet [100%]	—	Traverse Gate B (2nd Layer) P.341
—	—	—	—	—	0	0	—	—	Traverse Gate B (2nd Floor) P.341
—	—	—	—	—	7580	1484	Cherry [Common] Rainbow Soulstone [Super Rare]	Vine Gummy [Common]	Traverse Gate B (3rd Floor) P.343 Traverse Gate B (Lowest Floor) P.345
—	—	—	—	—	8029	1569	Beast Claw [Rare] Black Onyx [Ultra Rare]	Lavender [Ultra Rare]	Triaverse Gate B (3rd Floor) P.343
—	—	—	—	—	7693	1474	Phantom Thought Stone [Ultra Rare] Milk [Normal]	Savory [Ultra Rare]	Travers Gate B (3rd Floor) P.343 Triaverse Gate B (Lowest Floor) P.345
◎	—	—	—	—	7540	1643	Saffron [Ultra Rare] Banashy Bottle [Rare]	Strawberry [Normal]	Travers Gate B (3rd Floor) P.343
—	—	—	—	—	7652	1824	Treat [Super Rare] Monster Feather [Rare]	Chicken [Normal]	Driver's Gate B (3rd Floor) P.343
—	—	—	—	—	7438	1846	Miracle Gummy [Rare] Chamomile [Super Rare]	Life Bottle [Normal]	Traverse Gate B (3rd Layer) P.343
—	—	—	—	—	7560	1810	Mochimochin Flour [Normal] Banana [Normal]	Mushroom [Common]	Triverse Gate B (3rd Layer) p.343
—	—	—	—	—	7693	1749	Grape Gummy [Rare] Specific [Normal]	[Sage [Super Rare]	Triverse Gate B (3rd Layer) p.343 Triverse Gate B (Lowest Layer) p.345
—	—	—	—	—	8090	1739	Amatsu Sakuya [Super Rare] Peach Gummy [Rare]	Chamomile [Super Rare]	Triverse Gate B (3rd Layer) p.343 Triverse Gate B (Lowest Layer) p.345
—	—	—	—	—	8223	1603	Lavender [Ultra Rare] Grape Gum [Rare]	Specific [Common]	Traverse Gate B (3rd Stratum) p.343
◎	—	◎	—	—	8294	1707	Vine Gum [Common] Moonstone [Ultra Rare]	Treat [Rare]	Triaverse Gate B (3rd Floor) P.343
—	—	—	—	—	7917	2030	Elixir [Ultra Rare] Leg-念 Stone [Ultra Rare]	Elixir [Common]	Driver's Gate B (3rd Stratum) P.343 Tri-Verse Gate B (Lowest Stratum) P.345
◎	—	◎	—	—	546000	100000	World Check [100%]	—	Tribourse Gate B (3rd Stratum) P.344
○	—	◎	—	—	8561	1985	噴念石 [Super Rare]	Verbena [Super Rare]	Tribourse Gate B (Lowest Stratum) P.345
—	—	—	—	—	9157	2030	Specific [Rare] Apple Gummy [Common]	Apple Gummy [Normal]	Tribourse Gate B (Lowest Stratum) P.345
—	—	—	—	—	9085	1944	Specific [Rare] Pregaredea [Ultra Rare]	Orange Gummies [Normal]	Triverse Gate B (Bottom Layer) P.345
◎	—	◎	—	—	153000	30000	—	—	Traverse Gate B (Bottom Layer) P.349
◎	—	◎	—	—	153000	30000	—	—	Tribourse Gate B (Lowest Stratum) P.349
◎	—	◎	—	—	153000	30000	—	—	Tribourse Gate B (Lowest Stratum) P.350
◎	—	◎	—	—	153000	30000	—	—	Triverse Gate B (Bottom Layer) P.350
◎	—	◎	—	—	0	0	—	—	Triverse Gate B (Bottom Layer) P.346

Name	Lv	HP	PhysAtk	TechAtk	PhysDef	TechDef	Stamina	怒	CL Endurance	Stun	Weight	Move	Resistance: Fire	Water	Earth	Wind	Thunder	Light	Strike	Poison	Status Resistances: Decay	Paralysis	Seal	Petrify	石化
Slime	24	2060	208	240	125	115	0	7	180	75	0.8	普通	—	—	—	△	—	—	—	—	—	—	—	—	—
OtaOta	25	1654	219	260	146	172	0	7	180	75	light 1.2		—	—	—	—	—	—	—	—	—	—	—	—	—
Brown Bear	26	3245	333	188	198	125	10	5	45	75	heavy 1.2		—	—	○	△	—	—	—	—	—	—	—	—	—
Big Bat flying	26	1244	225	156	156	177	0	7	180	75	light 1.5		—	—	—	—	△	○	—	—	—	—	—	—	—
Basabasa flying	27	2340	325	250	162	120	0	7	85	75	Light 1.0		—	—	—	—	—	—	—	—	—	—	—	—	—
Urufu	27	2835	355	245	170	125	0	8	60	75	Normal 1.6		—	—	—	—	—	—	—	—	—	—	—	—	—
Tortue	28	3540	450	255	215	78	10	5	50	75	Heavy 0.8		—	—	—	—	—	—	○	—	—	—	—	—	—
Hebihebi (Hebi Hebi)	39	3608	622	282	240	182	0	7	95	80	Light 1.2	OOΔΔ							◎	—	—	—	—	—	—
Dodo	40	4936	630	347	263	167	0	7	115	80	Normal 1.5		—	—	—	—	—	—	—	—	—	—	—	—	—
Melting Pot	40	5280	655	426	205	247	0	6	95	80	軽い	1.5	△	○	○	—	—	—	—	—	—	—	—	—	—
Hellhound	41	5173	751	410	268	142	0	7	115	80	Regular	1.6	—	—	—	—	XO		—	—	—	—	—	—	—
Armored Boar	41	5550	733	329	288	132	0	6	135	80	Normal	1.5	—	—	—	—	—	—	—	—	—	—	—	—	—
Emerald Beetle Flight	41	5126	479	516	220	340	0	7	95	80	light	1.5 △	—	—	—	—	—	—	—	—	—	—	—	—	—
Eggbear	42	6362	783	284	314	147	0	6	135	80	heavy	1.2	—	—	—	—	—	—	—	—	—	—	—	—	—
Mad Worm	42	3770	463	391	273	203	0	7	95	80	light	0.5	—	—	—	—	—	—	—	—	—	—	—	—	—
Skeleton Warrior	43	5864	751	363	283	213	0	6	115	80	Normal	1.5	—	—	—	—	✕	◎	—	—	—	—	—	—	—
Mummy	43	6464	768	347	197	152	0	6	135	80	Normal	0.7 △	—	○	—	△	○	—	—	—	—	—	—	—	—
Poltergeist Flight	43	4200	415	603	354	157	0	7	115	80	Light	1.3	—	—	—	—	△	○	—	—	—	—	—	—	—
Bind Cuttlefly Flight	62	8350	1350	432	299	284	5	7	120	60	Normal	1.0ΔO	—	—	—	—	—	—	—	—	—	—	—	—	—
Marine Drill Flight	62	8510	1420	406	289	300	5	7	120	60	普通	1.0	△	○	—	—	—	—	—	—	—	—	—	—	—
Binding Pot	63	6982	1420	525	304	294	0	7	105	60	Light	1.5A	—	—	—	—	—	—	—	—	—	—	—	—	—
Amber Veil	63	6820	1100	420	310	273	0	7	105	60	Light	1.10△	—	—	—	—	—	◎	—	—	—	—	—	—	—
Aquarex	63	8700	1550	360	266	182	10	6	50	60	Normal	1.8 -0	—	—	—	△	—	—	—	—	—	—	—	—	—
Killer Tiger	65	10500	1780	280	235	188	15	6	60	60	heavy	1.2	—	—	—	—	—	—	—	—	—	—	—	—	—
Brontworm	65	5000	1030	425	272	330	0	7	105	60	light	0.8	—	—	—	△	○	—	—	—	—	—	—	—	—
Siren	65	6880	1160	512	250	375	0	7	120	60	normal	1.3-O	—	—	—	—	—	—	—	—	—	—	—	—	—
Electrical	66	8800	1400	500	312	210	0	6	120	60	normal	1.5	—	—	—	△	○	—	—	—	—	—	—	—	—
Ice Demon	66	10000	1325	850	384	395	0	6	120	60	普通	1.5	△	○	—	—	—	△	○	—	—	—	—	—	—
White Jackal	66	8440	1570	574	285	195	10	5	135	60	normal	1.6 △	—	—	—	—	—	—	—	—	—	—	—	—	—
Avenger	67	32000	1900	750	492	259	50	6	200	40	Normal	1.2	—	—	—	—	—	△	○	-	○	—	—	—	—
Rabirabi	33	2726	391	278	180	197	0	6	200	100	Light	1.4	—	—	—	—	—	—	—	—	—	—	—	—	—
Killer Bee Flight	34	3066	492	216	139	156	0	6	200	100	Light	1.5△	—	—	—	—	—	—	—	—	—	—	—	—	—
Adamant Bat Flight	34	3312	415	185	170	207		07	200	100	light	1.5	—	—	—	—	—	—	—	—	—	—	—	—	—
Seventh Star Flight	34	2736	356	339	118	290		07	250	100	1.5 A	軽い	—	—	—	—	—	—	—	—	—	—	—	—	—
Fungus	35	3035	391	288	129	202		0	7	85	100 1.1 AOO	軽い													
Zombie	35	4681	444	226	98	164		0	5	50	100	普通	0.7	△	—	○	—	—	△	○	—	—	—	—	—
Spirit Travel	35	2891	367	370	190	159	0	7	250	100	light	1.3	—	—	—	—	—	✕	◎	—	—	—	—	—	—
Gargoyle	36	4050	420	346	140	141	0	7	90	100	普通	1.5	—	—	○	△	—	△	○	—	—	—	—	—	—
Drake	36	4335	520	337	168	130	5	7	70	100	普通	1.5	◎	✕	—	—	—	—	—	—	—	—	—	—	—
Grim Lizard	37	4156	533	309	170	164	10	6	45	100	普通	1.8	—	—	○	—	—	—	—	—	—	—	—	—	—
オ＞	37	4094	545	211	123	149	10	6	65	120	普通	1.5	—	—	—	—	—	—	—	—	—	—	—	—	—
Mall Rabbit	45	6420	1032	467	286	187		07	200	80	light	1.4													
Rover Club	45	8520	1080	491	305	149	20	6	55	80	Normal	10-0	—	—	—	—	Bob	—	—	—	—	—	—	—	—
Gekogeko	45	7250	1042	482	259	154	0	7	100	80	1.2-0	普通	—	—	—	—	—	—	—	—	—	—	—	○	—
Catulfish Flight	45	8300	1065	506	155	211	10	7	100	80	1.0 A	普通	—	—	—	—	—	—	—	—	—	—	—	—	—
Venom Insect	46	6700	1108	476	265	201		0	7	220	80	Light	1.5A	—	—	○	△	—	—	—	—	—	—	◎	—

Name	LV	HP	Physical Attack	Magical Attack	Physical Defense	Magical Defense	Avoidance	CL	Endurance	Stun	Steel Body	Magic	Resistance							Status Resistances					
													Fire	Water	Earth	Wind	Thunder	Light	Dark	Poison					
Merman	46	7500	990	594	230	250	10	7	100	80	Normal	1.3	—	◎	—	—	△	△	—	—	—	—	—	—	—
Woods Worm	46	7150	975	455	271	206	0	7	220	80	Light	0.5	△	—	—	—	—	—	—	—	—	◎	—	—	—
Cockatrice	47	6567	1000	442	242	221	0	6	100	80	普通	1.5	—	—	—	—	—	—	—	—	—	—	—	—	—
Grave Tortoise	47	8350	1172	492	350	139	30	5	50	80	重い	0.8	—	Bob II 100	○	—	—	—	—	—	—	—	—	—	—
Salamander	47	9590	1200	477	248	159	15	7	65	80	普通	1.8	○		—	—	—	—	—	—	—	—	—	—	—
Garm Wolf	48	7580	1320	270	235	175	0	7	70	80	普通	1.6	—		—	—	—	—	—	—	—	—	—	—	—
Grizzly	48	9050	1380	240	290	165	20	6	60	80	heavy	1.2	—		—	—	—	—	—	—	—	—	—	—	—
Killer Goyle	48	6750	1125	491	332	170	5	7	100	80	1.5			普通		—	—	—	—	×	◎	—	—	—	—
Uo Uo	67	8230	1340	395	285	340	0	7	200	50	light	1.2	©			—	—	—	×	—	—	—	—	—	—
OtakuRO	67	9020	1400	370	265	320	0	6	200	50	light	1.2				—	—	—	△	—	—	—	—	—	—
Arachne	67	9200	1375	345	272	215	0	6	300	50	light	1.5	△			—	—	—	—	—	◎	—	—	—	—
Jellyfish	67	8800	1092	512	254	298	0	6	130	50	1.1			軽い		—	◎	—	—	○	—	—	◎	—	○
Berserk Glove	67	11800	1300	450	292	324	10	7	50	50				普通	1.0	△	○	○	—	—	—	—	—	—	—
Preys Boar	68	10800	1790	310	288	225	10	7	40	50				普通	1.5	◎	△	—	—	—	—	—	—	—	—
Dragon Tail	68	9200	1410	795	315	420	0	6	130	50				普通	1.3	○	△	—	—	—	—	—	—	—	—
Tosagekō	68	7900	1550	340	335	248	0	7	130	50				普通	1.2	○	—	—	—	—	—	—	—	—	—
Ancient Golem	69	30000	2420	425	398	266	30	5	150	50	Overweight	1.2	—	—	◎	×	—	—	—	○	—	◎	—	—	
Gatekeeper Flight	69	7150	1500	512	456	234	10	7	300	50	Normal	1.5	—	—	—	—	△	—	—	◎	—	—	—	—	
Light Soul Travel	69	5980	1220	985	230	315	0	6	50	50	Light	1.5	—	—	—	—	—	◎	△	—	—	—	—	—	
Thousand Worm	70	200000	1980	350	320	398	75	4	280	30	81.0			—	—	◎	△	—	—	—	◎	—	◎	—	—
Binding Worm	70	5980	1320	412	250	315	5	5	150	50	1.0			普通		—	—	◎	△	—	—	—	—	—	—
Hubert ※	75	43000	867	806	480	490	10	3	180	15	Normal	1.6				—	—	—	—	—	—	◎	—	◎	—
Hubert (Kuro) ※	80	63600	1148	842	480	490	30	3	230	10	Normal	1.6	—	—	—	—	—	—	—	—	—	◎	—	◎	—
Pascal ※	75	58000	809	816	533	467	30	4	180	15	Normal	1.8	—	—	—	—	—	—	—	—	—	◎	—	◎	—
Pascal (Toro) ※	80	78400	1083	871	533	467	50	4	230	10	Normal	1.8	—	—	—	—	—	—	—	—	—	◎	—	◎	—
Cornelpin	75	171000	1930	1130	492	450	90	3	310	15	Normal	1.5A-O	—	—	—	—	—	—	—	—	—	◎	—	◎	—
Pyrox	80	100000	1550	915	515	510	60	4	230	15	Normal	1.4	—	—	△	—	—	—	—	—	—	◎	—	◎	—
Peridot	80	92000	1370	1070	484	640	60	4	210	15	Normal	2.0A	—	—	—	—	—	—	—	—	—	◎	—	◎	—
Silver	85	203000	2080	1264	526	590	110	3	370	15	Normal	1.8	—	△	—	—	—	bx bb	○	◎	—	◎	—	—	
Kurinoseraph	90	125000	2140	1054	553	617	60	4	220	15	Normal	1.6	—	—	—	—	—		—	◎	—	◎	—	—	
Kuroaserafu (Crosseraph)	90	105000	2250	998	438	473	60	4	230	15	Normal	1.8	—	—	—	—	—		×	◎	—	◎	—	—	
Incarnose	95	118500	1750	1170	480	650	55	3	230	15	Normal	2.1	—	—	—	—	—		○	◎	—	◎	—	—	
Incarose ILL	95	170000	2400	900	545	600	70	3	240	15	Normal	1.8	—	—	—	—	—		—	◎	—	◎	—	—	
Darkness Spot	96	21689	1864	1064	486	589	15	5	155	15	Light	1.5	—	○	—	—	—	△	○	—	—	—	—	—	
Shunīru (Shunir)	96	15645	1971	980	616	426	35	5	300	15	Light	1.0	△	—	—	○	△	—	—	—	—	—	—	—	
Nepenthes	96	17798	2156	1168	507	623	25	5	200	15	軽い	1.5	△	○	○	—	—	—	—	—	—	—	—	—	
Aile	96	22974	2289	856	553	467	15	10	120	15	Normal	1.5 OA		—	—	—	—	—	—	—	—	—	—	—	
Sapphire Golem	97	25439	2013	930	1536	267	30	4	90	15	1	超重		—	—	—	—	—	—	○	—	◎	—	—	
Topaz Golem	97	18659	2373	942	858	422	40	5	130	15	Super Heavy	1.2	—	—	×	—	—	—	—	○	—	◎	—	—	
Ruby Golem	97	15497	2849	957	608	618	25	4	200	15	Super Heavy	1.2	×	—	—	—	—	—	—	○	—	◎	—	—	
Lava Golem	97	21046	2406	949	700	700	40	5	60	15	3	重	1.2	◎	×	○	—	—	—	—	○	—	◎	—	—
Otaota (Large)	98	40649	2293	1089	697	640	50	5	200	15	light	0.8		—	—	—	—	—	—	×	—	×	—	—	
Woouo (large)	98	24938	2879	1080	573	566	40	10	120	15	light	0.8 -0			—	—	×	—	—	—	—	—	—	—	
Ubarba (large)	98	17062	2419	1075	536	499	25	5	70	15	light	2.4			—	○	—	—	△	△	—	—	—	—	—
Fokaroru	99	15674	2367	957	605	532	40	5	200	15	normal	1.2A				—	—	—	—	—	—	—	—	—	—
Focaroldred	99	12469	2964	942	389	316	10	8	150	15				普通	0.8	○	△	—	—	—	—	—	—	—	—
Lichtrol	99	20167	2527	1102	597	437	30	7	50	15	普通	1.2	—	—	—	—	—	—	△	—	—	—	—	—	
Dyuk	99	26122	2468	1108	916	315	20	3	40	15	普通	0.8	—	—	—	—	—	—	○	—	—	—	—	—	
Armes	100	250000	2264	1186	601	669	100	3	180	15	normal	1.8	○	×	○	○	○	○		—	◎	—	—	—	

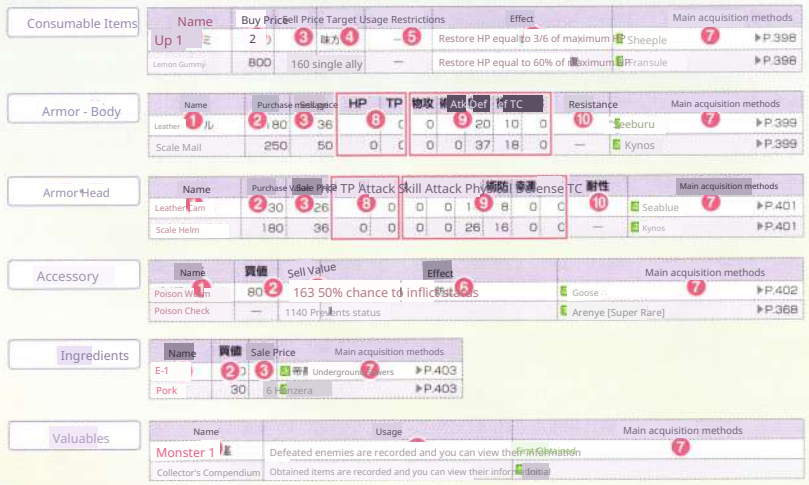
※1 Of the beasts in the arena, these four are registered in the Monster Encyclopedia. Their encyclopedia numbers are: Hubert is No. 294; Hubert (Black) is 295; Pascal is 296; Pascal

Item Data

ITEM DATA

This section introduces items by category, such as consumables and armor. Carefully check their effects and acquisition methods and make use of them in your adventure.

How to Read Item Data



1 Name
Name of the item.

② Purchase Value
The price when purchasing at a shop. The Rignator Garrison costs 1.2 times this amount. "1" indicates that the item cannot be purchased.

③ Sell price
The price when selling at a shop. "-" indicates that the item cannot be sold.

④ Target
Targets that can use the item.

⑤ Usage restrictions
If there are restrictions on item use, the situations in which the item can be used are indicated, such as "Only in battle" or "Only in the field." "-" indicates it can be used in either situation.

⑥ Effect
The effect when the item is used or equipped.

⑦ Main acquisition methods
The main ways to obtain this item. The meaning of the icons is as follows: ... Available for purchase at the shop in the listed location.
... Obtained from the event at the listed location. indicates a flowchart number.
... Obtained from the listed sub-event. 001 indicates the sub-event number.
... Obtained from treasure chests or item markers in the listed location. May be dropped by defeating the listed enemy.
... Can sometimes be stolen from the listed enemies.
If it can be obtained by methods other than the above, describe those methods.

⑧ HP / TP
The amounts by which maximum HP and maximum TP increase or decrease when equipped.

● Phys ATK / Tech ATK Phys DEF / Tech DEF / Luck / TC
The values by which each stat increases when equipped.

● Resistances
The resistance attributes and resistance values granted when equipped.

⑪ Usage
Use of the valuable item.

Consumable Items

Name	Buy Price	Sell Price	Target	Usage restrictions	Effect	Main acquisition methods
Apple Gummy	100	20	Single Ally	—	Restore HP equal to 30% of maximum HP	Seablue ▶P.398
Lemon Gummy	800	160	single ally	—	Restore HP equal to 60% of maximum HP	Pransule ▶P.398
Grape Gum	—	300	Single ally	—	Fully restore HP	Glyul [Rare] ▶P.370
Orange Gummy	200	40	Single ally	—	Restore TP equal to 30% of maximum TP	Seablue ▶P.398
Pine Gummy	1500	300	Single ally	—	Restore TP equal to 60% of maximum TP	Shop Pransule/ ▶P.398
Peach Gummy	—	600	Single ally	—	Fully restores TP	Call Sage [Rare] ▶P.370
Mix Gummy	1000	200	Single ally	—	Recovers HP and TP for the target by an amount equal to 30% of max HP and max TP, respectively	West Oldmine Port ▶P.398
Miracle Gummi	3000	600	Single ally	—	Recovers HP and TP for the target by an amount equal to 60% of max HP and max TP	North Marquis Port ▶P.398
Specific	—	1000	All allies	—	Restore HP equal to 30% of maximum HP	Shigogne [Normal] ▶P.370
Treat	—	1500	All allies	—	Recovers TP equal to 30% of max TP	Dorfan [Rare] ▶P.370
Poison Bottle	150	30	Single ally	Battle only	Cures poison status	Goose ▶P.398
Paralive Bottle	150	30	Single ally	Battle only	Cures paralysis status	Dosmore Back Road ▶P.398
Weak Bottle	150	30	Single ally	Battle only	Cures weakness status	North Marquis Port See p.399
Seal Bottle	150	30	Single ally	Battle only	Restore sealed status	Estrega [Noquin (2) Hereafter] ▶P.399
Stone Bottle	150	30	Single ally	Battle only	Restore petrified status	Sheherah Desert ▶P.399
Banashia Bottle	1000	200	Single ally	Battle only	• Recovers all status changes that cause weakness, paralysis, sealing, petrification, or lower status Prevents status changes that lower all status parameters for 60 seconds	Seminavitts Port See p.399
Liqueur Bottle	500	100	Single ally	In battle only		Seminavitts Port See p.399
Life Bottle	500	100	Single ally	—	Revives from incapacitation, restores HP equal to 30% of max HP and TP equal to 15% of max TP	Kynos ▶P.399
Elixir	—	2000	Single ally	—	Removes all status abnormalities and status-lowering status changes, revives from incapacitation Completely restores HP and TP	Croche [Normal] ▶P.370
Omega Elixir	—	8000	All allies	—	Lower all abnormal statuses and stats Cures status ailments and revives from incapacitation; Giant Otaota [100%] Fully restores HP and TP	▶P.366
Holy Bottle	300	60	All allies	Field only	" Encounter rate halved for a limited time	West Old Mine Port ▶P.399
High Holy Bottle	1000	200	All allies	Field only	No random encounters for a limited time	Seminavitts Port ▶P.399
Dark Bottle	300	60	Entire party	Field only	For a certain time, encounter rate is doubled	West Oldmine Port ▶P.399
High Dark Bottle	1000	200	All allies	Field only	" For a limited time, moving will always trigger an encounter	Seminavitts Port See p.399
Sage	—	1	Single ally	Field only	Max HP +10	Glaiulur [Super Rare] ▶P.370
Red Sage	—	1	Single ally	Field only	Max HP +30	Sutorīgaul [100%] ▶P.362
Sabory	—	1	ally (single)	Field only	Max TP +5	Onpuru [Super Rare] ▶P.370
Red Savory	—	1	ally (single)	Field only	Max TP +10	Grimkigal [100%] ▶P.354
Lavender	—	1	ally (single)	Field only	Physical Atk +1	Shigoneu (Shigogne) [Super Rare] ▶P.370
Red Lavender	—	1	ally (single)	Field only	Physical Atk +3	Item Marker ▶P.137
Verbena	—	1	Single ally	Field only	Physical Defense +1	Poupée [Super Rare] ▶P.370
Red Verbena	—	1	Single ally	Field only	Physical defense +3	Item Marker ▶P.137
Chamomile	—	1	Single ally	Field only	Arts Attack +1	Koshumaru [Super Rare] ▶P.370
Red Chamomile	—	1	Single ally	Field only	Arts Attack +3	Topaz Great [100%] ▶P.362
Saffron	—	1	Single ally	Field only	Arts Defense +1	Fleur [Super Rare] ▶P.368
Red Saffron	—	1	Single ally	Field only	Arts +3	Ruby Great [100%] ▶P.362
All Divide	—	3000	Enemies and allies All targets	Only during battle	Creates a space that halves damage to all enemies and allies	Kunzite [100%] ▶P.356
Spectacles	10	2	Single enemy	Battle only	Examine an enemy's status	Seablue ▶P.399

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Name	Buy Price	Sell Price	HP	TP	Physical Atk	Magic Atk	Physical Def	Magic Def	Resistance	Main acquisition methods
Leather Mail	180	36	0	0	0	0	20	10	0	—	Seablue ▶P.399
Scale Mail	250	50	0	0	0	0	37	18	0	—	Kynos ▶P.399
Iron Mail	610	122	0	0	0	0	54	26	0	—	Kynos ▶P.399
Iron Mail R	1200	240	0	0	0	0	85	0	1	—	Henzera ▶P.399
Chain Mail	1020	204	0	0	0	0	71	34	0	—	Penzera ▶P.399
Lamellar Leather	1420	284	0	0	0	0	88	42	0	—	Goose ▶P.399
Steel Mail	2400	480	0	0	0	0	105	50	0	—	Estrega ▶P.399
Battle Suit	4300	860	0	0	0	0	126	59	0	—	Estrega ▶P.399
Battle Suit R	5200	1040	0	0	0	0	145	20	1	—	Yuraio ▶P.399
Knight Armor	6000	1200	0	0	0	0	147	69	0	—	Dosmore Back Road ▶P.399
Brigandine	9300	1860	0	0	0	0	168	78	0	—	Pransule ▶P.399
Breastplate	13500	2700	0	0	0	0	190	88	0	—	Pransule ▶P.399
Breastplate R	18000	3600	0	60	0	0	172	121	0	—	Henzera [West Marquis Por 5 Hereafter] ▶P.399
Silver Mail	16800	3360	0	0	0	0	211	98	0	—	Rave See p.399
Grim Plate	21000	4200	0	0	0	0	241	110	0	—	[Reve ▶P.399
Rune Mail	26500	5300	0	0	0	0	272	123	0	—	Branju ▶P.399
Rune Mail R	35000	7000	0	0	0	0	272	123	0	+25%	Norkin ▶P.399
Gothic Plate	33000	6600	0	0	0	0	303	136	0	—	Branju ▶P.399
Reflex	—	6908	0	0	0	0	313	184	0	—	[Corrnu [Super Rare] ▶P.366
Plate Mail	37500	7500	0	0	0	0	333	149	0	—	Goose [From Max Castle B onward] ▶P.399
Mithril Mail	45000	9000	0	0	0	0	364	162	0	—	Wandaridoru ▶P.399
Crystal Mail	55,000	11,000	0	0	0	0	394	174	0	—	Wandaridoru ▶P.399
Crystal Mail R	70,000	14,000	0	120	0	0	351	248	0	—	Rapunzel ▶P.399
The Bushido	—	20000	−2000	0	200	200	115	156	0	—	Exchangeable for Namco Coins ▶P.314
Last Crusader	—	15000	0	0	0	0	424	187	0	+25% Salvation	System Gardenia ▶P.282
Mam Pain	—	24000	0	0	0	0	464	207	0	+25%	Soleil Levan [100%] ▶P.368
Saroskardia	—	—	0	0	0	0	564	237	0	+25%	Have Nephrite make it ▶P.332
Hereblau Panzer	—	—	0	0	0	0	599	217	0	+25%	Have it made with nephrite ▶P.332
Knight of Order	—	—	0	0	0	0	519	296	0	+25%	Have it made with nephrite ▶P.332

Guard

Name	Purchase Price	Sell Price	HP	TP	Physical Atk	Magic Atk	Physical Def	Magic Def	Resistance	Main acquisition methods
Leather Guard	150	30	0	0	0	0	17	16	0	—	Kynos ▶P.400
Scale Guard	230	46	0	0	0	0	31	27	0	—	Kynos ▶P.400
Iron Guard	580	116	0	0	0	0	45	38	0	—	Kynos ▶P.400
Iron Guard R	1120	224	0	25	0	0	45	38	0	—	Henzera ▶P.400
Chain Guard	970	194	0	0	0	0	59	49	0	—	Henzera ▶P.400
Half Guard	1350	270	0	0	0	0	73	60	0	—	Goose ▶P.400
Steel Guard	2280	456	0	0	0	0	87	71	0	—	Estrega ▶P.400
Battle Guard	4090	818	0	0	0	0	103	84	0	—	Estrega ▶P.400
Battle Guard R	5000	1000	0	40	0	0	103	84	0	—	Yuraio ▶P.400
Knight Guard	5700	1140	0	0	0	0	120	97	0	—	Dosmore Back Road ▶P.400
Mighty Guard	8800	1760	0	0	0	0	137	110	0	—	Pransule ▶P.400
Breast Guard	12800	2560	0	0	0	0	154	123	0	—	Pransule ▶P.400

Name	Buy Price	Sell Price	HP	TP	Physical Atk	Tech Atk	Physical Def	Tech Def	Resistance	Main acquisition methods
Breast Guard R	17000	3400	400	30	0	0	154	123	0	—	Shop Henzera [West Marquis Port Nation [Hereafter]] ▶P.400
Silver Guard	16000	3200	0	0	0	0	171	137	0	—	Rave ▶P.400
Grim Guard	20000	4000	0	0	0	0	196	154	0	—	Rape ▶P.400
Rune Jacket	25500	5100	0	0	0	0	221	172	0	—	Branju ▶P.400
Rune Jacket R	33000	6600	0	0	0	0	221	172	0	+25%	Norkin ▶P.400
Gothic Guard	31400	6280	0	0	0	0	239	189	0	—	Branju ▶P.400
Nano Protector	—	6400	0	0	0	0	284	82	0	—	Hawkeye [Super Rare] ▶P.358
Plate Guard	35700	7140	0	0	0	0	264	207	0	—	Goose [From Ma Castle Onward] ▶P.400
Phoenix Guard	—	7780	0	0	0	0	274	216	0	+25%	Meru Volcano ▶P.262
Mithril Guard	42800	8560	0	0	0	0	289	225	0	—	Wandaridoru ▶P.400
Crystal Guard	52300	10460	0	0	0	0	314	242	0	—	Wandaridoru ▶P.400
Crystal Guard R	67500	13500	600	60	0	0	314	242	0	—	Rapunzel ▶P.400
Prism Protector	—	14500	0	0	0	0	344	282	0	—	Salvation System: Gardenia ▶P.282
Imperial Guard	—	22000	0	0	0	0	374	312	0	+25%	Triverse Gate B (1st Floor) ▶P.338
Itsunagi	—	—	0	0	0	0	436	386	0	+25%	Have Nephrite make it ▶P.332
Pale Valkyrie	—	—	0	0	0	0	474	306	0	+25%	Have Nephrite make it for me ▶P.332
Chaos Brutus	—	—	0	0	0	0	454	336	0	+25%	Have Nephrite make it for me ▶P.332

Robe

Name	Purchase Price	Sell price	HP	TP	Physical Atk	Magic Atk	Physical Def	Magic Def	Resistance	Main acquisition methods
Amber Robe	560	112	0	0	0	0	34	61	0	—	Henzera ▶P.400
Amber Rope R	1090	218	200	0	0	0	51	21	0	—	Henzera ▶P.400
Misty Cloak	950	190	0	0	0	0	46	77	0	—	Henzera ▶P.400
Black Robe	1320	264	0	0	0	0	58	93	0	—	Goose ▶P.400
Mage Robe	2230	446	0	0	0	0	72	112	0	—	Estrega ▶P.400
White Cloak	4000	800	0	0	0	0	86	131	0	—	Estrega ▶P.400
White Cloak R	5000	1000	400	0	0	0	108	91	0	—	Yuraio ▶P.400
Wildcat	—	2222	0	0	50	0	137	79	0	—	Exchangeable for Namco Coins ▶P.314
Feather Robe	5580	1116	0	0	0	0	101	150	0	+25%	Downstre Back Road ▶P.400
Elder Robe	8600	1720	0	0	0	0	115	169	0	—	Pransule ▶P.400
Witch Dress	12500	2500	0	0	0	0	130	189	0	—	Pransule ▶P.400
Witch Dress R	16000	3200	600	0	0	0	153	129	0	—	Henzera [Western Marquis and following] P.400
Silver Cloak	15600	3120	0	0	0	0	149	216	0	—	[Rape] ▶P.400
Grim Robe	19500	3900	0	0	0	0	168	243	0	—	Rape ▶P.400
Rune Robe	24600	4920	0	0	0	0	187	270	0	—	Branju ▶P.400
Rune Rope R	34000	6800	0	0	0	0	210	205	0	+25%	Norkin ▶P.400
Gothic Dress	30500	6100	0	0	0	0	206	297	0	—	Branju ▶P.400
Cheongsam	62000	12400	0	0	100	0	313	196	0	—	Norkin ▶P.400
Mirage Cloak	34800	6960	0	0	0	0	226	325	0	—	Goose [From Ma Castle Onward] ▶P.400
Mithril Cloak	42000	8400	0	0	0	0	245	352	0	—	Wandaridoru ▶P.400
Crystal Rope	51000	10200	0	0	0	0	264	379	0	—	Wandaridoru ▶P.400
Crystal Rope R	66000	13200	900	0	0	0	300	289	0	—	Rapunzel ▶P.400
Heavenly Garp	15555	—	0	0	0	0	294	410	0	+25%	Salvation System: Gardenia ▶P.279
Elemental Cloak	—	30000	0	0	0	0	313	441	0	Four-Mouth +25%	Arc Deus [100%] ▶P.368
Kagutsuchi Kagura	—	—	0	0	0	0	403	492	0	+25%	Have Nephrite make it ▶P.332
Magisa Turella	—	—	0	0	0	0	366	502	0	All attributes +25%	Have Nephrite make it ▶P.332

Armor Head

Helm

Name	Buy Price	Sell Price	HP	TP	Physical ATK	Magical ATK	Physical DEF	Magical DEF	Resistance	Lock TC	Main acquisition methods
Leather Helm	130	26	0	0	0	0	14	8	0	0	—	Seablue	▶P.401
Scale Helm	180	36	0	0	0	0	26	16	0	0	—	Kynos	▶P.401
Iron Sallet	450	90	0	0	0	0	38	24	0	0	—	Kynos	▶P.401
Cross Helm	800	160	0	0	0	0	50	32	0	0	—	Henzera	▶P.401
Safety Helm	1200	240	0	0	0	0	62	40	0	0	—	Goose	▶P.401
Steel Helm	1800	360	0	0	0	0	74	48	0	0	—	Estrega	▶P.401
Brave Helm	3200	640	0	0	0	0	88	57	0	0	—	Estrega	▶P.401
Knight Helm	4500	900	0	0	0	0	102	67	0	0	—	Dosmore Back Road	▶P.401
Noble Sallet	6200	1240	0	0	0	0	117	76	0	0	—	Pransule	▶P.401
Duel Helm	9000	1800	0	0	0	0	131	86	0	0	—	Pransule	▶P.401
Nightmare Helm	—	2840	0	0	0	0	175	118	−5	0	M +25%	Skeleton Warrior [Super Rare]	▶P.358
Silver Helm	11500	2300	0	0	0	0	146	96	0	0	—	[Rape]	▶P.401
Grim Helm	15750	3150	0	0	0	0	165	108	0	0	—	Rape	▶P.401
Rune Helm	19800	3960	0	0	0	0	184	121	0	0	—	Branju	▶P.401
Gothic Helm	24700	4940	0	0	0	0	203	134	0	0	—	Branju	▶P.401
Sacred Helm	—	4400	0	0	0	0	213	145	0	0	+25% Kawandha	[Ultra Rare]	▶P.364
General Helm 28,200		5640	0	0	0	0	222	147	0	0	—	Goose [after Max Castle]	▶P.401
Mithril Helm 34,000		6800	0	0	0	0	242	160	0	0	—	Wandaridoru	▶P.401
Crystal Helm 41,000		8200	0	0	0	0	261	172	0	0	—	Wandaridoru	▶P.401
Golden Helm	—	9960	0	0	0	0	281	192	0	0	—	Shikuse System · Gardenia	P.282
Hyper Helm	—	12800	0	0	0	0	320	213	0	0	—	Triverse Gate A	▶P.334
Rubellroad	—	—	0	0	60	60	370	243	0	1	—	Duke [Ultra Rare]	▶P.370
Zeenkrieger	—	—	0	0	50	70	392	226	0	1	—	Deu [Ultra Rare]	▶P.368

Circlet

Name	Purchase Price	Sell Price	HP	TP	Physical ATK	Magical ATK	Physical DEF	Magical DEF	Resistance	Lock TC	Main acquisition methods
Iron Circlet	400	80	0	0	0	0	27	37	0	0	—	Penzera	▶P.401
Bronze Circlet	720	144	0	0	0	0	37	49	0	0	—	Henzera	▶P.401
Oriental Crest	1080	216	0	0	0	0	47	61	0	0	—	Goose,	▶P.401
Steel Circlet	1620	324	0	0	0	0	59	75	0	0	—	Estrega	▶P.401
Brave Circlet	2880	576	0	0	0	0	71	89	0	0	—	Estrega	▶P.401
Lake Circlet	4000	800	0	0	0	0	65	99	0	0	+25% Sharlow		▶P.401
Headdress	—	622	0	30	20	20	75	114	0	0	—	039 "Maid Loves Loves"	▶P.292
Knight Circlet	4050	810	0	0	0	0	83	104	0	0	—	Dosmore Back Road	▶P.401
Light Circlet	5580	1116	0	0	0	0	95	118	0	0	—	Pransule	▶P.401
Jewel Circlet 8100		1620	0	0	0	0	107	133	0	0	—	Pransule	▶P.401
Cat Headband	—	2222	0	0	0	0	117	143	2	0	—	066 "Secret Base ①"	▶P.292
Silver Circlet 10300		2060	0	0	0	0	123	152	0	0	—	[Rave	▶P.401
Grim Crest	14000	2800	0	0	0	0	139	171	0	0	—	Rave	▶P.401
Runic Circlet 17800		3560	0	0	0	0	155	190	0	0	—	Branju	▶P.401
Gothic Circlet 22230 4446			0	0	0	0	171	209	0	0	—	Branju	▶P.401
Star Circlet 4580	—		0	0	0	0	181	219	0	0	+25% Light Sc	[Super Rare]	▶P.362
Mirage Crest 25400		5080	0	0	0	0	187	229	0	0	—	Goose [Max Castle from 8 onward]	▶P.401
Mithril Circlet 30000		6000	0	0	0	0	203	248	0	0	—	Wandaridoru	▶P.401
Crystal Crest 37000		7400	0	0	0	0	219	267	0	0	—	Wandaridoru	▶P.401

Name	Purchase Value	Sell Value	HP	TP	Physical ATK	Magical ATK	Physical DEF	Magical DEF	Luck	TC	Resistance	Main acquisition methods
Eclipse Circle	—	9200	0	0	0	0	239	297	0	0	—	Salvation System · Gardenia P.280
Elemental Crest	—	17600	0	0	0	0	255	317	0	0	+25%	Yultim Delos [100%] P.368
Nereis Frosse	—	—	0	0	100	0	305	337	0	1	—	Lavan [Ultra Rare] P.368
Pregaredea	—	—	0	0	60	60	295	351	0	1	—	Macchiaventi [Super Rare] P.370

Hat

Name	Purchase Value	Sell Value	HP	TP	Physical ATK	Magical ATK	Physical DEF	Magical DEF	Luck	TC	Resistance	Main acquisition methods
Straw Hat	300	60	0	10	0	0	16	10	0	0	—	Kynos P.401
Beret	—	76	0	15	0	10	28	20	0	0	—	Twilight Forest P.150
Trendy Knit	—	120	250	0	0	0	34	28	0	0	—	Exchangeable for Namco Coins P.314
Sleeve Hat	—	164	0	30	0	0	40	51	0	0	—	Shivering Grim P.156
Hunting Beret	—	440	0	0	30	0	63	65	0	0	—	Andeale Mine P.163
Feather Hat	—	570	0	0	0	0	74	99	0	0	+25%	Brave's Tower Kingscross P.182
Green Beret	—	1140	0	0	40	0	93	91	0	0	—	Dozmore Backroad P.192
Temple Hat	10000	2000	500	0	0	0	110	113	0	0	—	Pransule P.401
Wizard Hat	—	2040	0	50	0	30	117	143	0	0	—	Rignator Garrison (2) P.219
Captain's hat	—	4240	0	0	0	0	195	199	0	0	+25%	132 "Cave Exploration" P.307
Skull Mask	—	4660	0	0	30	30	198	161	0	0	—	071 "Artistic Mask" P.294
Silk Hat	25000	5000	0	0	0	0	182	179	2	0	—	Branju P.401
Sharpka	27000	5400	800	0	0	0	192	189	0	0	—	Norkin P.401
Red Beret	31500	6300	0	0	60	0	207	209	0	0	—	Goose [after Max Castle] P.401
Starlet	—	9240	777	77	0	0	259	267	0	0	+25%	Salvation System · Gardenia P.280
Aifreed Hat	—	15600	0	0	40	40	290	295	0	0	+25%	Triverse Gate A P.334
Demon's Cap	—	13	666	94	42	42	133	0	0	0	All Attributes −50%	Electrical [Ultra Rare] P.362
Natuas Sniper	—	—	0	0	50	70	338	345	0	1	—	Shovusuri [Ultra Rare] P.368
Ebony Wylde	—	—	1000	0	75	0	348	320	0	1	—	Roo [Super Rare] P.370

Ribbon

Name	Purchase Value	Sell Value	HP	TP	Physical Atk	Magic Atk	Physical Def	Magic Def	Luck	TC	Resistance	Main acquisition methods
Check Ribbon	—	82	0	0	0	20	35	54	0	0	—	Seven Star [Super Rare] P.354
Magical Ribbon	3700	740	0	30	0	30	62	98	0	0	—	Estrega P.401
kanzashi	4100	820	0	0	30	0	82	60	0	0	—	Yuraio P.401
Blue Ribbon	—	900	0	0	0	0	80	108	0	0	+25%	Imperial Capital Underground Sewers (1) P.198
Orange Ribbon	—	900	0	0	0	0	80	114	0	0	+25%	Scheherazade Desert P.201
White Ribbon	—	1900	0	0	0	0	101	143	0	0	+25%	Santex Great Cathedral P.209
Green Ribbon	—	2260	0	0	0	0	105	148	0	0	+25%	Lignator Garrison (2) P.216
Purple Ribbon	—	3440	0	0	0	0	131	188	0	0	+25%	Mount Ramei Breme P.236
Black Ribbon	—	4300	0	0	0	0	165	219	0	0	+25%	Max Castle P.257
Red Ribbon	—	4880	0	0	0	0	181	239	0	0	+25%	Vamel Volcano P.262
Pretty Ribbon	16450	3290	0	60	0	60	125	178	0	0	—	Rave P.401
Ancient Clothes	—	7000	0	0	0	0	190	302	0	0	+25%	Hope Tower Jackseed P.275
Shigotonin	—	6000	0	0	99	0	202	167	0	0	—	Exchangeable for Namco Coins P.314
Drill Ribbon	—	6969	0	0	69	69	269	169	0	0	—	161 "Korandarm's Spill Maze" P.300
Weird Ribbon	—	8900	0	90	0	90	215	317	0	0	—	World System · Gardenia P.280
Elemental Ribbon	—	19800	0	0	0	0	235	335	0	0	+25%	Triverse Gate B (Level 3) P.343
Amatsu Sakuya	—	—	0	0	70	50	308	355	0	1	—	Call Surge [Ultra Rare] P.370
Iris Papillon	—	—	0	120	0	100	278	378	2	1	—	San Grié [Super Rare] P.368

Accessory

Name	Buy Price	Sell Price	Effect	Main acquisition methods
Poison Charm	800	160	50% chance to prevent poison status	Goose ▶P.402
Poison Check	—	1140	Prevents poison status	Arenye [Ultra Rare] ▶P.368
Paralyze Charm	1700	340	50% chance to prevent paralysis	Dosmore Back Road ▶P.402
Paralyze Check	—	740	Prevents paralysis	Vamel Volcano ▶P.262
Weak Charm	1700	340	50% chance to prevent debilitated status	North Marquis Port ▶P.402
Weak Check	—	740	Prevents debilitated status	Shunīru [Super Rare] ▶P.370
Seal Charm	1800	360	50% chance to prevent sealed status	Estrega [Noquin (2) after 10] ▶P.402
Seal Check	—	900	Prevents sealed status	Nepenthes [Super Rare] ▶P.364
Stone Charm	1800	360	50% chance to prevent petrification	Sheherah Desert ▶P.402
Stone Check	—	900	Prevents petrification	Ale [Rare] ▶P.366
Piyohan	—	170	Stun duration is halved	Fear Lily [100%] ▶P.354
Piyonon	—	720	Prevents stun	Zirconia's Spellmaze ▶P.227
Moonlight Charm	—	800	Time until recovery from status ailments is halved	Armes [100%] ▶P.356
Amulet	—	2000	Prevents all status ailments with a 50% chance	094 "Mural of the Ander Mine" ▶P.296
Blue Amulet	—	2000	Prevents all status ailments	Corell Demond [100%] ▶P.370
Laurel	—	2000	Prevents status changes with a 50% chance	Fleur [Super Rare] ▶P.368
Blue Laurel	—	2000	Prevents all status changes	Triverse Gate B (2nd Layer) ▶P.340
World Check	—	2000	50% chance to prevent all status ailments and status changes/ Stun duration is halved	Gatum Jaws [100%] ▶P.370
Crona Symbol	—	2000	Prevents all status ailments, status changes, and stuns	Arena Extra Course Incarose S Battle P.320
Flare Mantle	2000	400	Fire resistance +25%	Scheher Desert P.402
Garnet	—	1060	Fire resistance +50%	Vamel Volcano ▶P.262
Aqua Mantle	1700	340	Water resistance +25%	Dosmore Back Road ▶P.402
Aquamarine	—	760	Water Resistance +50%	39 "Lapis Awakening" ▶P.298
Earth Mantle	1700	340	Earth Resistance +25%	Sheherah Desert ▶P.402
Ruby	—	1000	Earth Resistance +50%	Max Castle ▶P.258
Wind Mantle	1400	280	Wind Resistance +25%	Mobile Crystal Sandrion ▶P.402
Ovar	—	900	Wind Resistance +50%	45 "Principles of the A ▶P.298
Thunder Mantle	1400	280	Lightning Resistance +25%	North Marquis Port ▶P.402
Thardnix	—	900	Lightning Resistance +50%	090 "Shing and the Piglet ②" ▶P.294
Light Mantle	1700	340	Light Resistance +25%	Estrega [Noquin (2) Herea ▶P.402
Topaz	—	1060	Light Attribute Resistance +50%	089 "The Real Kohaku ③" ▶P.294
Dark Mantle	1400	280	Dark Attribute Resistance +25%	Estrega [Noquin (2) Hereafter] ▶P.402
Amethyst	—	720	Dark Attribute Resistance +50%	Salvation System: Gardenia ▶P.282
Flare Badge	—	340	Change the weapon's element to Fire	015 "Badge Aunt" ▶P.303
Aqua Badge	—	1020	Make the weapon's attribute Water	015 "Badge Aunt" ▶P.303
Earth Badge	—	300	Make the weapon's attribute Earth	015 "Badge Aunt" ▶P.303
Wind Badge	—	1200	Make the weapon's attribute Wind	015 "Badge Aunt" ▶P.303
Thunder Badge	—	600	Make the weapon's attribute Lightning	2015 "Badge Aunt" ▶P.303
Light Badge	—	880	Make the weapon's attribute Light	015 "Badge Aunt" ▶P.303
Dark Badge	—	360	Make the weapon's attribute Dark	015 "Badge Aunt" ▶P.303
Black Pierce	1200	240	Max HP +10%	Henzera ▶P.402
Black Onyx	—	720	Max HP +30%	Salodaria [100%] ▶P.356
White Pierce	1200	240	Max TP +10%	Henzera ▶P.402
Moonstone	—	720	Max TP +30%	Incahlose [100%] ▶P.358
Alexandrite	—	1780	Max HP Max TP +25%	Abendhall [100%] ▶P.366
Trans Ring	—	800	Max TC +1	Exchangeable for Namco Coins ▶P.314
Trans Symbol	—	1460	Max TC +3	Arena Extra Course: Seraph Brothers Battle P.320
Rabbit Symbol	600	120	Luck +1	Henzera ▶P.402
Turquoise	—	720	Luck +3	Lonli Veronica [100%] ▶P.364
Attack Pierce	800	160	Physical Attack +10%	Henzera ▶P.402

Name	Purchase price	Sell price	Effect	Main acquisition methods	
Attack Ring	—	240	Physical ATK +20%	Vayrox [100%]	▶P.356
Feat Symbol	—	860	Physical ATK +30%	Chroa Seraph [100%]	▶P.362
Mind Pierce	800	160	Magic ATK +10%	Henzera	▶P.402
Mind Ring	—	240	Magic ATK +20%	Scare Bouquet [Super Rare]	▶P.360
Mind Breath	—	860	Magic ATK +30%	Max Castle	▶P.258
Guard Pierce	800	160	Defense +10%	Henzera	▶P.402
Talisman	—	240	Physical Defense +20%	Gripe Tortoise [Super Rare]	▶P.358
Brutalisman	—	760	Physical Defense +30%	Kurinoseraph [100%]	▶P.366
Resist Earring	800	160	Magic Defense +10%	Henzera	▶P.402
Resist Ring	—	240	Defense +20%	Siren [Super Rare]	▶P.362
Resist Brace	—	700	Magic Defense +30%	Maccia Dieci [Super Rare]	▶P.364
Holy Symbol	—	240	In battle, recovers HP equal to 1% of max HP every 3 seconds	Gautoritoma [100%]	▶P.354
Mental Symbol	—	900	In battle, recovers TP equal to 1% of max TP every 3 seconds	Signator Garrison (1)	▶P.188
Divine Symbol	—	900	In battle, every 3 seconds, HP and TP recover by 1% of max HP and max TP respectively	Triverse Gate A	▶P.334
Risky Ring	—	3200	DEF/MDEF-100 / All artes' TP cost becomes 1	Exchangeable for Namco Coins	▶P.314
Charge Ring	—	720	Increases TP recovered from normal attacks by 1	Volga Jaws [100%]	▶P.364
Anne's Scarf	—		During battle, the spill gauge increases by 1% every 5 seconds	1 "Ann and Kunchaito"	▶P.296
Barbatos Ring	—		Physical attack +150% / Items become unusable	Arena Extra Course Silver battle	▶P.320
Demon's Ring	—	200	HP, TP, Physical Attack, Magic Attack, Physical Defense, Magic Defense +50%, Luck +5 / 20% chance to become incapacitated when hit	Exchangeable for Namco Coins	▶P.314
Magic Mist	—		1200 Running time is reduced by 30%	Cornelpin [100%]	▶P.356
Dice	—	—	Acquired grade increases by 5%	Exchangeable for Namco Coins	▶P.314
Blue Dice	—	—	Obtained grade increases by 10%	Exchangeable for Namco Coins	▶P.314
Proof of the Knight	—	—	Stagger recovery time after taking damage is reduced	117 "General Groshler Speaks"	▶P.296
Emblem of Domination	—	—	Will not be staggered by any attacks	Arena Secret Course	▶P.320
Phoenix Ring	—	—	When revived from incapacitation, HP is fully restored	015 "Badge Aunt"	▶P.303
Fox Tail	—	—	When revived from incapacitation, TP is fully restored	015 "Badge Aunt"	▶P.303
Spiritual Ring	—	—	Spirit Drive duration is increased by 25%	Silva [100%]	▶P.358
Spiritual Press	—	—	Spirit Drive duration is increased by 50%	Arena Extra Course Crystal Knight Pair Battle	P.320
Combo Command	—	—	Allows techniques to be executed via command	Arena Party Course Advanced Rank	P.320
Simple Combo	—	—	You can make the techniques you registered from the top appear on the face	Knight Chest	▶P.150

Ingredients

Name	Buy Price	Sell Price	Main acquisition methods	
Beef	40	8	Imperial Capital Underground Sewers	▶P.403
Pork	30	16	Shop Henzera	▶P.403
Chicken	20	4	Henzera	▶P.403
Egg	10	2	Goose	▶P.403
Tuna	40	8	Yuraio	▶P.403
Salmon	20	4	Estrellega	▶P.403
Mackerel	10	2	Yuraio	▶P.403
Shrimp	30	6	Rave	▶P.403
Squid	10	2	Henzera	▶P.403
Complete	20	4	Pransur	▶P.403
nori	5	1	Henzera	▶P.403
onion	10	2	Goose	▶P.403
potato	20	4	Sparrow	▶P.403
Carrot	10	2	stores Estrega	▶P.403
Tomato	10	2	Henzera	▶P.403
Tofu	20	4	Goose	▶P.403
Mushroom	20	4	Goose	▶P.403
Lettuce	10	2	Henzera	▶P.403

Name	Buy Price	Sell Price	Main acquisition methods	
Cabbage	10	2	Henzera	▶P.403
Green Onion	10	2	Henzera	▶P.403
Garlic	30	6	Imperial Capital Underground Sewers	▶P.403
Daikon (Japanese radish)	20	4	Goose	▶P.403
Spinach	300	60	Henzera [After clearing 39 "Lapis's Awakening"]	▶P.403
Strawberry	20	4	Estrega	▶P.403
Banana	10	2	Henzera	▶P.403
Peach	30	6	Pransule	▶P.403
Cherry	40	8	Branju	▶P.403
Chocolate	20	4	Henzera	▶P.403
rice	20	4	Henzera	▶P.403
mochi-mochin flour	20	4	Henzera	▶P.403
milk	10	2	Henzera	▶P.403
Cheese	40	8	Branju	▶P.403
Salt	5	1	Henzera	▶P.403
Miso	1000	200	Norkin	▶P.403

Valuables

Name	Usage	Main acquisition methods	
Monster Compendium	Enemies you have fought are registered, and you can view their information	Early in the game	
Collector's Compendium	The obtained items are registered and information can be viewed	Obtained Early	
Manual Book	Various pieces of knowledge are registered and information can be viewed	Initial	
Sorcerer Ring 1	Can fire an Energy Shot	Andelle Mine 2	▶P.162
Sorcerer Ring 2	Can fire an Energy Blow	Dozmor Backroad 2	▶P.190
Sorcerer Ring 3	Can fire an Energy Link	Artificial Thought Sandrion Core	▶P.248
Kindness Spirun	Restore Kohaku's "Kindness" emotion	Shiburu Forest 10	▶P.140
Fear Spirun	Restore Kohaku's "Fear" emotion	Ragos Stalactite	▶P.145
Skepticism Spirun	Restore Kohaku's "Doubt" emotion	Henzelaf	▶P.152
Trust Spirun	Restore Kohaku's "Trust" emotion	Trembling Mountain Grim 3	▶P.155
Shyness Spirun	Restore Kohaku's "Shyness" emotion	Andelle Mine 9	▶P.162
Sadness Spirun	Restore Kohaku's "Sadness" emotion	Odette Water Gate	▶P.173
Courage Spirun	Restore Kohaku's "Courage" emotion	Hero's Tower King Croc	▶P.180
Anger Spirun	Restore Kohaku's "Anger" emotion	Chalcedony's Subir Maze	▶P.194
Joy Spirun	Restore Kohaku's "Joy" emotion	Sheherah Desert	▶P.200
Dream Spirun	Restore Kohaku's "Dream" emotion	Santex Cathedral 6	▶P.207
Love Spirun	Restore Kohaku's "Love" emotion	Rignator Garrison (2) 7	▶P.215
Sleeping Princess Picture Book	Used in 06 "Sleeping Beauty Story①"	Kyunsu 3	▶P.143
Ship's Title Deed	Required to board the ship	West Marquis Port	▶P.212
Ines's Letter	Used in Estriaga	Gusuro	▶P.160
Pendant of the Eye Stone	Used by Max to transform Chalcedony's Soma into Li[illegible]white	[illegible]4	▶P.256
Feather Whale Statue "Red"	Used at Sanctex Cathedral	Santex Cathedral 1	▶P.207
Feather Whale Statue "Blue"	Used at Sanctex Cathedral	Sanctex Cathedral 2	▶P.207
Feather Whale Statue "Yellow"	Used at Sanctex Cathedral 5	Sanctex Cathedral 3	▶P.207
Feather Whale Statue "Green"	Used at Sanctex Cathedral	Sanctex Cathedral 4	▶P.207
Thought Lock	Used with Artificial Thought Sandrion Core	Nokein (1) time	▶P.246
Key to Max Castle	Used in Nokein (2) country	Nokein (2) 10	▶P.253
Flare Horn	Used to transform Chalcedony's Soma into Rianheit	Mel Volcano 5	▶P.260
Crinoseraph Core	Used in 59 "Gardenia: The Night Before Activation", 54 "The Reality of Crystal World", 155 "Flora's Little Bird", and 3 "Mech Conversion?"	Obtained after Rapunzel START at the Tower of Hope, Jackseed	▶P.275
Core of Croa Seraph	Used in 56 "Flora, Litia, and Creed"	Obtained after Rapunzel START at the Tower of Hope, Jackseed	▶P.275
Core of Inkarose	Used in 52 "Creed and Inkarose"	Obtained at the Tower of Hope Jack Seed after Rapunzel START	▶P.275
Golden Key	Used in 44 "The Lost Golden (②)"	44 "Lost Golden Bell ②"	▶P.298
Lapis's Spirune	Used in 139 "Lapis's Awakening"	Mobile Crystal Castle Sandria (2)	▶P.266
Ingredients for Three-Color Sidain	Used in 39 "Lapis's Awakening"	9 "Lavis's Awakening"	▶P.298
Duck Ticket	Having it allows you to ride the duck boat	009 "Departure from Duck Port"	▶P.288
Fairy Tale Collection	Used in 1057 "Euraio Theater ②"	057 "Euraio Theater"	▶P.292
Forbidden History Book	Used in 26 "In Search of the 'Forbidden History Book'"	112 "In Search of the 'Forbidden History Book' ②"	▶P.296
Letter from the Girl	083 Used in "The Hard-of-Hearing Grandmother"	083 "The Hard-of-Hearing Gra	▶P.294
Hundred-Million-Year Stalactite	Used in "Request from the Chen Trading Company"	Obtained in Lagos Stalactite Cave after START of Lagos Stalactite Cave	▶P.290
Monster Insect Antenna	075 Used in "The True Identity of Secretary Ecaillu"	075 "The True Identity of Secretary Ecaillu"	▶P.294
Fog Fox's Tail	15 "Badge Aunt", 72 "Legend of the Phantom Beast 'Mist'", 07/23 "Legend of the Phantom Beast 'Mist Fox'" Used		▶P.294
Phoenix Tail	015 Used at "Badge Aunt"	[173] "The Adventure of Duckport"	▶P.294
Queen Mushroom	106 Used in "Ultimate Pot①"	Nokein (2) Obtained from Nokein after 2	▶P.247
Smelly-squid Dried Squid	06 Used in "Ultimate ①"	046 "The Real Kohaku ②"	▶P.292
Brid Bee Honey	34 Used in "Ultimate Pot ②". Sells for 100 gald	Brid Bee [Rare]	▶P.352
Ancient Fish Fin	34 Used in "Ultimate Pot ②". Sells for 100 gald	[illegible]aga [Normal]	▶P.364
Iron Turtle Archelon Shell	34 Used in "Ultimate ②". Sells for 100 gald	Archelon [Rare]	▶P.360

Name	Usage	Main acquisition methods
Used for Hundred-Year Python Hoof	×4 in "Ultimate Pot ②". Sells for 100 Gald	Blaze Boar [Rare] ▶P.364
Demon Beast Feather	Used in "Secret Base ①". Sells for 100 Gald	Axe Peak [Rare] ▶P.352
Beast Claw	1058 Used in "Research Material 'Beast Claw'". Sells for 100 Gald	Brown Bear [Rare] ▶P.352
Black Moon Fragment	115 Used as research material "Black Moon Fragment". Can be sold at Do.	Xenogladios [Rare] ▶P.360
Criminal's Poster	Used in 5 "Mysterious Poster"	16 "Mysterious Poster ①" ▶P.296
DX Doll	Used in 40 "Chen's Adult Past"	47 "Kohaku's Room Secret ②" ▶P.300
Namco Coin	Collect and exchange for items (p.314)	Item Marker ▶P.315
Fire Spirit Stone	015 Used by "Badge Aunt"	Mel 火山 ▶P.261
Water Thought Stone	015 Used by "Badge Aunt"	Item Marker ▶P.137
Earth Thought Stone	0015 Used by "Badge Aunt"	Sandworm [100%] ▶P.358
Wind Thought Stone	0015 Used by "Badge Aunt"	Exchangeable for Namco Coins ▶P.314
Thunder Thought Stone	015 Used by "Badge Aunt"	Narayama Brême ▶P.236
Light Thought Stone	015 Used by "Badge Aunt"	Tower of Hope Jackseed ▶P.273
Barrier Thought Stone	015 Used at the "Badge Aunt"	Rignator Garrison (2) ▶P.219
Flame Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Transian [Ultra Rare] ▶P.368
Ice Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Irene [Ultra Rare] ▶P.370
Geyser Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Lube [Ultra Rare] ▶P.370
Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Lauria [Ultra Rare] ▶P.370
Radiant Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Loche [Ultra Rare] ▶P.370
Holy Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Mank [Ultra Rare] ▶P.368
Void Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Ombre [Ultra Rare] ▶P.370
Rainbow Thought Stone	Used when having Nephrite craft the strongest armor (p.382)	Rochinelle [Ultra Rare] ▶P.370
Green Orb	Used to enter Triverse Gate B	Defeat Soleil Levan at Triverse Gate A ▶P.336
Blue Orb	Used to enter Triverse Gate B	Defeat Yultim de Rose at Triverse Gate A ▶P.336
Link Gem S	Used for Artificial Thought Sandrion Core 469	Artificial Thought Sandrion Core 358 ▶P.248
Link Gem J	Used at Tower of Hope Jackseed 78	Tower of Hope Jackseed ▶P.275
Link Gem G	Used at Salvation System Gardenia	Salvation System: Gardenia ▶P.280
Shadow Gem	Used to fight Shadow at the Triverse Gate	Obtained after clearing from the monuments where Shadow Gems are inserted
Meteor Core	Used in 1009 "Departure of the Duck Boat"	009 "Departure from Duck Port" P.288 ▶

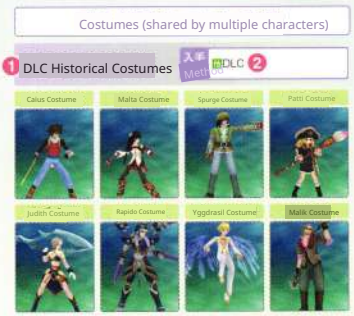
TOPICS Costume Concept Art Collection ~Swimsuit-style Costume Edition~ NEXT P.387

Costumes & Attachments

COSTUME & ATTACHMENT

Costumes and attachments are items that can dramatically change a character's appearance.
Changing them according to your mood is one way to enjoy the game.

How to Read Costume & Attachment Data



1 Name
Names of costumes and attachments. For costumes that have similar versions across multiple characters, they are introduced together; when a costume name differs by character, the individual name is displayed above the graphic.

② Acquisition Method
How to obtain that costume or attachment. The meanings of the icons are as follows.

- ····· Obtained from the event at the listed location. indicates a flowchart number.
- ····· Obtained in the listed sub-event. 001 indicates the sub-event control number, and P01 indicates the number of t
- ····· he character who gives the gift. If it can be obtained by methods other than the

Costume

Swimsuit-style Outfit

Acquisition Method: 3 "All-Out Pitch" (p.298)

Energetic Summer Girl | Passionate Brother | Summer-colored One-piece Dress

Dynamite Lady | Underwater Suit | Flying Diver | Beach Leopard

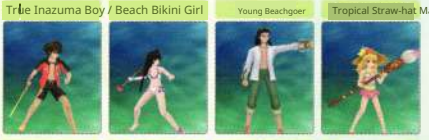
Shadow Color

Acquisition Method: Defeat each character's shadow (p.348)

DLC Swimsuit Costumes

Acquisition Method: DLC

True Inazuma Boy / Beach Bikini Girl | Young Beachgoer | Tropical Straw-hat Maiden



Seaside Venus Deep-Sea Exploration Type Robot | Flying Eggplant Water Tank Boy | Festival Boss

DLC School Uniform

Acquisition Method: DLC

Mischievous School Kid | The Stronges | Short-tempered upperclassman | Track club ace

Beautiful school nurse, Sparta teacher, strict disciplinary committee member | The school's deadly cleaner

DLC Historical Costumes

Acquisition Method: DLC

Caius Costume | Malta Costume | Spada Costume | Patti Costume

Judith Costume | Rapido Costume | Yggdrasil Costume | Malik Costume

Acquisition Method: Complete the Tri-Pass Gate B to obtain DLC Butler & Maid Costumes

Acquisition Method: DLC

Honorable Young Butler / Lovely Combat Maid | Martial Butler | Moku Mo 雲寺 Maid

Super-strong Maid Lady / Mechanical Butler | Noble Butler | Charming Middle-aged Butler

DLC Idol Costumes

Acquisition Method: DLC

Junior star, grappler idol, skincare-type idol | 忍 | Idol Artist

Limited Heavyweight Idol | Bound Meister | Glorious Feather | Shining Old Man

Crystal Knight ※

Acquisition Method: Join the Crystal Knights!? (P.298)

※ Obtainable only by Shing and Hisui.

Kohaku hood

Acquisition Method: 021 "Euraio Theater" (P.296)

No Hat

Acquisition Method: 026 "An Important Forgotten Item" (P.290)

Youth! Athletic Girl

Acquisition Method: 031 "Training"! (P.290)

Bitter Black

Acquisition Method: ■Obtained when Beryl joins in New Game+ (second playthrough)

Sweet White

Acquisition Method: Obtained when Beryl joins in New

Special forces outfit

Acquisition Method: 079 "The Unopened Trunk" (P.294)

No Helmet

Acquisition Method: 101 "Kunzite" (P.296)

Special Exterior Type S

Acquisition Method: 157 "Me模型" (P.300)

Noble Boy

Acquisition Method: 024 "A Late Present" (P.298)

Pajamas

Acquisition Method: 028 "An Important Forgotten Item" (P.290)

Attachment

Glasses

Acquisition Method: 052 "Let's Disguise Ourselves" (P.292)

Usamimi

Acquisition Method: 104 "Old Man & Bunny" (P.292)

Nekomimi

Acquisition Method: 10 Cat Paradise" (P.298)

Pac-Man Mask

Acquisition Method: Exchange for Namco Coins (P.314)

Toro

Acquisition Method: Win the special match that occurs during t he method when clearing the Advanced Rank of the Arena Party Course (P.320)

Kuro

Acquisition Method: 103 Together with Kuro" (P.296)

Ritia Doll

Acquisition Method: 169 "Pretty Girl Crystal Knight ⑦" (P.300)

Ahoge

Acquisition Method: 隠技 Win on the Hi・Mi・Tsukōsu (Secret Course) (P.320)

Koda

Acquisition Method: "Tales of Innocence R" save data linked with Tato

Newsbot-kun

Acquisition Method: 280 "Treasure Chest on the Sandy Beach" (P.294)

Chef's hat

Acquisition Method: P10 Aunt (P.312)

Rose hair ornament

Acquisition Method: 4 "Rose of Armes" (P.292)

OtaOta

Acquisition Method: 27 "Otomona Otaota" (P.290)

Goose's flower

Acquisition Method: 024 "Sasha's Hidden Feelings" (P.290)

Imperial Flag

Acquisition Method: P20 Imperial Army Soldier (P.312)

Special Forces Soldier's Mask

Acquisition Method: 078 "Unopenable Trunk" (P.294)

Mask of Battle

Acquisition Method: 071 "Artistic Mask" (P.294)

Mask of joy

Acquisition Method: 071 "Artistic Mask" (P.294)

Mask of uncertainty

Acquisition Method: 071 "Artistic Mask" (P.294)

Windham

Acquisition Method: Andel Mine (162)

Star Balloon

Acquisition Method: Balloon Popping (P.316)

TOPICS Costume Concept Art Collection ~DLC School Uniforms Edition~ NEXT P.397

Title Data

TITLE DATA

Titles, like equipment items, are important elements that alter a character's stats.
Be sure to check their effects and how to obtain them.

How to Read Title Data

Name	HP	TP	Physical Atk	Magic Atk	Physical Def	Magic Def	Luck	Acquisition Method
Combo Beginner	0	10	0	0	0	0	0	Perform a combo of 25 hits or more
Combo Hunter	0	20	0	0	0	0		Perform a combo of 50 hits or more
Combo Master	0	30	0	0	0	0		Perform a combo of 100 hits or more
Combo King	0	50	0	0	0	0		Achieve a combo of over 20,150 hits
Berserk	0	0	20	20	0	0	0	Win battles 250 times or more on "Hard" difficulty

1 Name
Name of the title.

❷HP
The amount by which maximum HP increases or decreases when the title is equipped.

❸TP
The amount by which maximum TP increases when the title is equipped.

● Physical Attack
The physical attack value that increases when the title is equipped.

Self magical attack
The value of magical attack increased when a title is equipped.

❻ Physical Defense
The physical defense increased when a title is equipped

❼ Magic Defense
The value of magical defense increased when a title is equipped.

⑧ Luck
The equipped luck increased when a title is equipped

❾ Acquisition Method
How to obtain that title. The icon meanings are as follows.
- ..... Obtained from an event at the listed location. indicates a flowchart number.
- ····· Obtained from the listed sub-event. 1001 is Sub-i Indicates the event number.
- ····· If obtainable by methods other than the above, those methods are described

Common to all characters

Name	HP	TP	Physical Atk	Magical Atk	Physical Def	Mag	Luck	Acquisition Method
Combo Beginner	0	10	0	0	0			Perform a combo of 25 or more hits
Combo Hunter	0	20	0	0	0			Perform a combo of 50 or more hits
Combo Master	0	30	0	0	0	0		Perform a combo of 100 hits or more
Combo King	0	50	0	0	0	0		Perform a combo of 150 or more hits
Berserk	0	0	20	20	0	0	0	Win battles 250 times or more on "Hard" difficulty

Shing

Name	HP	TP	Physical Attack	Magical Attack	Physical Defense	Magical Defense	Luck	Acquisition Method
Apprentice Swordsman	50	0	5		0	0		Level Shing to 10
Swordsman	100	0	10	..	0	0		Level Shing to 30
Kenkao	200	0	20	0	0	0		Level Shing to 60
Kensei	300	0	30	0	0	0		Level Shing to 100
Lightning Running Across the Battlefield	0	5	10	10	10	10	0	Arena Single Battle SP Rank (p. 320)
Dreaming Boy	0		0	0	0	0	0	Initial
Apprentice Soma User	0	0	5		0	0	0	Shideple Forest (P.140)
Guarantor's Body	50	0	0	0	5	0	0	Kynos (P.143)
A Terrible Beast	50	0	0	0	0	5	0	Goose (P.1[illegible])
Soma Linker	100	20	0	0	0	0	0	Scheherah Desert (P.200)
Used Vessel	[illegible]	0	0	0	10	10	0	Mobile Crystal Castle Sandrich (1) (P.221)
Stamp the Earth!		0	10	0	10	0	1	Zirconia's Spell Maze 2 (P.226)
Comrade	0		20	0	0	0	0	Imperial Capital Underground Sewers (2) (P.231)
Bearer of Tradition	0		20	0	10	0	0	0 "The Conveyed One ~ Shing and Tecta" (P.294)
真 Beast	100	[illegible]	0	0	20	0	0	4 "Route of Ambition" (P.309)
Keeper of Promises	100	0	0	0	0	20		0081 "Revenge Grandpa ①" (P.294)
One who has conquered oneself	0	0	20	0	20	0	0	Defeat Shadow Shing at Triverse Gate B (P.348)
Balloon Master	0	0	0	0	0	0	3	Balloon Popping (P.316)
Rapid-Press Master	-500	0	50	0	0	0		0085 "Strike Master" (P.294)

Kohaku

Name	HP	TP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Luck	Acquisition Method
Grappler	50	0	5	0	0	0	0	Raise Kohaku to level 10
Monk	100	0	10	0	0	0	0	Raise Kohaku to level 30
Brave Fist	200	0	20	0	0	0	0	Raise Kohaku to level 60
Kali	300	0	30		0	0	0	Raise Kohaku to level 100
Sakura Hurricane	0	0	10	10	10	10	0	Arena single battle SP rank (p.320)
Girl at the Water's Edge	0	0	0	0	0	0	0	Initial
Girl Who Lost Her Emotions	0	0	0		5	5	○	Initial
Brave Heart	0	0	5	5	0	0	0	Tower of Heroes King Cross (p.180)
Soma Linker	100	20	0	0	0	0	0	Sheherah Desert 7 (p.200)
The girl who regained her feelings	0	0	0	10	0	10	0	Lignator Garrison (2) (p.215)
Hand in hand, connect	0	0	10	10	0	0	0	Zirconia's Spear Maze (P.226)
Beryl's close friend	0	20	0	20	0	0	0	Spiramaze of Sinhara Illustration (P.240)
Hearts Successor	50	0	20	0	0	0	0	Noquin (2) (p.2[illegible])
Squid lover	100	0	0	0	20	0		0046 "The Real Kohaku ②" (p.292) ※
Kicking demon	0	0	20	0	10	0	0	147 "Secret of Kohaku's Room ②" (p.300)
One who has conquered oneself	0	0	10	20	0	10	0	Defeat Shadow Kohaku at the Triverse Gate B (p.348)
Balloon Master	0	0	0	0	0	0	3	Balloon Popping (P.316)

※ 046 If you have not cleared "The Real Kohaku" (p.29[illegible]) 089 Can be obtained in "The Real Kohaku" (p.294).

Hisui

Name	HP	TP	Physical Attack	Magical Attack	Physical Defense	Magical Defense	Luck	Acquisition Method
Hunter	50	0	0	0	0	0	0	Raise Hisui to level 10
Ranger	100	0	0	10	0	0	0	Raise Hisui to level 30
Sniper	200	0	0	20	0	0	0	Raise Hisui to level 60
Striker	300	0	0	30	0	0	0	Raise Hisui to level 100
Gale that Pierces the Heavens	0	0	10	10	10	10	0	Arena single battle SP rank (p.320)
Brother Who Can't Swim	0	0	0	0	0	0	0	Initial
Guarantor's Body	50	0	0	0	5	0	0	Kynos (P.243)
Double Shooter	0	0	5	0	0	0	0	Kynos (P.243)
Seasick Friend	0	0	0	0	5	5	0	South Penterope Port 2 (P.158)
The Man Who Doesn't Learn	0	0	0	5	0	10	0	Imperial Capital Underground S
The Witness	0	0	10	10	0	0	0	Zirconia's Subir Maze (P.2[illegible]6)
Zoamarin-Ka (Zoamarin Car)	100	20	0	0	0	0	0	Norkin (2) (P.253)
Hearts Successor	50	0	20	0	0	0	0	Norkin (2) (P.253)
Gou the Beast	100	0	0	0	20	0	0	141 "Route of Ambition" (P.309)
The Little Juto	0	0	0	0	0	20		119 "The Oppe Couple's Wedding" (P.296)
Brother of Brothers	0	0	20	0	10	0		0146 "Spin's Determination" (P.298)
One who has conquered oneself	0	0	10	20	0	10	0	Defeat the Shadow Hisui at Trivers Gate B (P.348)
Balloon Master	0	0	0	0	0	0	3	Balloon Popping (P.316)

Beryl

Name	HP	TP	Physical Atk	Magic Atk	Physical Def	Magic Def	Luck	Acquisition Method
Apprentice Painter	50	0	0	0	0	0		Raise Beryl to level 10
Painter	100	0	0	10	0	0		Raise Beryl to level 30
Court Painter	200	0	0	20	0	0		Raise Beryl to level 60
Chief Court Painter	300	0	0	30	0	0		Raise Beryl to level 100
Prism Colors	0	0	10	10	10	10	0	Arena Single Battle SP Rank (p. 320)
Aspiring Court Painter	0	0	0	0	0	0	0	Initial
Seasick Friend	0	0	0	0	5	5		South Pendelope Port (P.158)
One Who Knows the Truth	0	10	0	5	0	0	0	Shallow 4 (p.170)
Lucky Girl	0	0	0	10	0	0	1	Hero's King Cross (p.18[illegible])
Canvas Attacker	0	0	10	0	0	0	0	Tower of Heroes King Cross (p.180)
The Lured Girl	50	0	0	0	10	10	0	Pransoor (P.204)
Kohaku's Close Friend	0	20	0	20	0	0	0	Spilmaze 4 in Shinhara's Painting (P.240)
Soma Linker	100	20	0	0	0	0	0	Spilmaze in Shinhara's Painting (P.240)
New Master	0	0	0	20	0	10		014 "Chen's Adult Past" (P.298)
Headwear Collector	100	0	0	0	20	0	0	071 "Artistic Mask" (P.294)
Number One Disciple	100	0	0	0	0	20		0096 "Arago and Beryl" (P.296)
One who has conquered oneself	0	0	0	20	0	20	0	Defeat Shadow Beryl at the Triverse Gate B (P.348)
Balloon Master	0	0	0		0		3	Balloon Popping (P.316)
Stone-Collecting Master	0	0	30		30			0067 "Stone-Collecting Master" (P.294)

Ines

Name	HP	TP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Luck	Acquisition Method
Fighter	50	0	5	0	0	0	0	Level Ines to 10
Warrior	100	0	10	0	0	0	0	Raise Ines to level 30
Heavy Warrior	200	0	20	0	0	0	0	Raise Ines to level 60
Warlord	300	0	30	0	0	0	0	Raise Ines to level 100
Charisma Lady	0	0	10	10	10	10	0	Arena Single Battle SP Rank (p. 320)
Freight Company President	0	0	0	0	0	0	0	Initial
KAIRIKI Rudy	0	0	5	0	0	0	0	Odette Watergate (P.173)
Not a Penny	0	0	0	0	5	5	0	Tower of Heroes Kingcross 5 (P.180)
Actor?/Performer?	50	0	0	0	0	10	0	Planseur 2 (P.204)
Special Forces Major	0	0	10	0	5	0	0	West Marquis Harbor (P.212)
Soma Linker	100	20	0	0	0	0	0	West Marquis Harbor (P.212)
Plush and Jiggly	0	0	0	0	10	10	0	Norquin (1) START (P.246)
Spirun Chaser	50	0	20	0	0	0	0	Norquin (2) START (P.253)
Beginner Mama	0	0	20	0	10	0	0	139 "Lapis' Awakening" (P.298)
A president with foresight?	100	0	0	0	0	20		04 "The Lost Golden ②" (P.298)
A legendary president!?	0	0	0	0	20	0		1126 "In Search of the Forbidden History Book ③" (P.298)
One who has conquered oneself	0	0	20	0	20	0	0	Defeat Shadow Iness at Triverse Gate B (P.348)
Balloon Master		0	0		0	0		3 Balloon Popping (P.316)

Kunzite

Name	HP	TP	Physical Attack	Technical Attack	Physical Defense	Technical Defense	Luck	Acquisition Method
Twin Mech Soldier	50	0	0	5	0	0		Raise 0 Kunzite to level 10
Twin Mech Knight	100	0	0	10	0	0		Raise 0 Kunzite to level 30
Dual Machine Emperor	200	0	0	20	0	0		Raise 0 Kunzite to level 60
Dual Machine God	300	0	0	30	0	0		Raise 0 Kunzite to level 100
Demon-motion Warrior	0	0	10	10	10	10	0	Arena Single Battle SP Rank (p. 320)
Legacy of the Crystal World	0	0	0	0	0	0	0	Initial
Cold-hearted Machine Person	0	0	5	0	0	0	0	Dozmore Back Road 3 (P.190)
Artificial Spiria	0	0	0	5	0	0	0	Dozmore Back Road 10 (P.190)
Imposing Escort	0	0	0	0	5	5	0	Imperial Capital Underground Sewers (1) (P.197)
Hot-Blooded Guardian Knight	50	0	10	0	0	0	0	North Marquis Port (P.234)
Sleeping Beauty's Guardian Knight	0	10	0	10	0	0	0	North Marquis Port Nation (P.234)
Soma Linker	100	20	0	0	0	0	0	Norkin (2) (P.253)
One Who Surpassed the Ace	100	0	10	10	0	0	0	Conclusion Realm 3 (P.270)
Nave Friend	0	0	20	0	0	0		14 "Ultimate Pot ②" (P.307)
Paramour Beast	100	0	0	0	20	0		04 "Route of Ambition" (P.309)
Shuraba's Ashura	100	0	0	0	0	20	0	114 "Anne and Kunzite" (P.296)
One who has conquered oneself	0	0	20	10	10	0	0	Defeat Shadow Kunzite at Driver's Gate B (P.348)
Balloon Master	0	0	0	0	0	0		3 Balloon Popping (P.316)

Chalcedony

Name	HP	TP	Physical Atk	Magic Atk	Physical Def	Magic Def	Luck	Acquisition Method
Knight	50	0	5	0	0	0	0	Level Chalcedony to 10
Crusader	100	0	10	0	0	0	0	Level Chalcedony to 30
Paladin	200	0	20	0	0	0	0	Level Chalcedony to 60
Lord Knight	300	0	30	0	0	0	0	Raise Chalcedony to level 100
Flash That Soars Across the Battlefield	0	0	10	10	10	10	0	Arena Single Battle SP Rank (p.320)
Crystal Knight Corps Captain	0	0	0	0	0	0	0	Initial
Insect-hater	0	0	0	0	5	5	0	Seminavitz Harbor 3 (p.224)
Comrade	0	0	10	0	0	0	0	Imperial Capital Underground S
Cold-hearted Person	0	0	0	10	0	0	0	Shinhara's Picture: The Spielmaze (P.240)
Soma Linker	100	20	0	0	0	0	0	Norkin (2) (P.253)
The Knight Who Shouted Love	50	0	0	0	0	20	0	Max Castle (P.256)
The Knight Who Supported the Princess	50	0	0	0	20	0	0	Max Castle (P.256)
Wings of Bond	0	0	0	20	0	0	1	Volcano 5 (P.260)
A Fully Grown Man	100	0	0	10	0	0	0	2014 "Comforting Spiria" (P.298)
Brother of Brothers	0	0	20	0	10	0	0	146 "Spin's Determination" (P.298)
An Unnoticeable Man	50	0	0	0	10	10	0	20102 "Euraio Theater" (P.296)
One who has conquered oneself	0	0	20	10	0	10	0	Defeat Shadow Calsedony at Triverse Gate B (P.348)
Balloon Master	0	0	0	0	0	0	3	Balloon Popping (P.316)

Garad

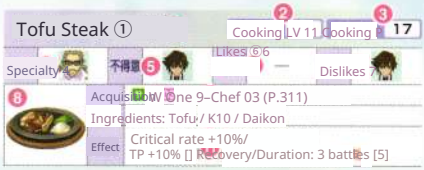
Name	HP	TP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Luck	Acquisition Method
Novice Old Man	50	0	5	0	0	0	0	Raise Galad to Level 10
Hard-working Old Man	100	0	10	0	0	0	0	Raise Galad to Level 30
Dependable Old Man	200	0	20	0	0	0	0	Raise Galad to Level 60
Perfect Old Man	300	0	30	0	0	0	0	Raise Galad to Level 100
Battle Conductor	0	0	10	10	10	10	0	Arena Single Battle SP Rank (p. 320)
Veteran Soma User	0	0	0	0	0	0	0	Initial
Battle-Hardened Old Man	0	0	5	0	5	0	0	Trembling Mountain Grim 5 (P.155)
Helpful Old Man	0	0	0	5	0	5	0	Andeal Mine 2 (P.162)
Skilled Negotiator	0	0	10	0	0	0	0	Start of Chalcedony's Spire Maze (P.194)
Trusting Old Man	0	0	0	10	0	0	0	West Marquis Hamlet (P.212)
Confessional Old Man	0	0	10	10	0	0	0	Lignator Garrison (2) (P.215)
Soma Linker	100	20	0	0	0	0	0	Norkin (2) (P.253)
Watcher	0	0	0	0	10	5	0	0018 "Bodyguard Hisui" (P.290)
Companion	0	0	0	20	0	0	0	07 "Groshler Speaks (Upper)" (P.296)
A man who looks good in rabbit ears	0	20	0	0	0	0	0	1043 "Old Man & Pani" (P.292)
One who has conquered oneself	0	0	20	10	10	0	0	Defeat Shadow Garad at Triverse Gate B (P.348)
Visitor from Another World	0	0	30	0	30	0	0	After clearing Triverse Gate B, defeat Creed
Balloon Master	0	0	0	0	0	0	3	Balloon Popping (P.316)
Rock-Paper-Scissors Master	0	0	0	30	0	30	0	0028 "Rock Paper-Scissors Master" (P.290)

Cooking Data

COOKING DATA

The game contains a total of 56 dishes. In addition to ingredients and effects, the methods for obtaining recipes are also listed, so be sure to make use of them during your adventure.

How to read the cooking data



1 Name

Name of the dish.

2 Cooking LV

The approximate cooking level required to make this dish. If the party's cooking level is lower than this value, the success rate will be reduced.

3 Cooking P

Cooking points awarded when that dish is successfully prepared. If it fails, you only receive 1 point.

4 Favored

The character who is skilled at this dish. If a favored character prepares it, the success rate is higher and the cooking points gained on success increase by 10%. Also, when a favored character cooks it, some dishes produce stronger effects. A "-" indicates there is no favored character.

5 Unskilled

The character who is unskilled with this dish. If an unskilled character prepares it, the success rate is lower. "—" indicates there is no unskilled character.

⑥ Likes

The character who likes this dish. A character who likes the dish receives a 10% increase to the dish's effect when it is used. "—" indicates there is no character who likes it.

7 Dislikes

The character who dislikes this dish. A character who dislikes the dish suffers a 30% decrease to the dish's effect when it is used. "—" indicates there is no character who dislikes it.

8 Appearance

The appearance of the dish.

9 Acquisition

How to obtain the recipe for that dish. The meanings of the icons are as follows.

- Can be purchased at shops in the listed towns or ports.
- ...Obtained through events at the listed locations. Indicates a flowchart number.
- ...Obtained from the listed subevent. 001 indicates the subevent number, [1] indicates the Wonder Chef number.

10 Ingredients

The ingredients required to make that dish. If multiple of an ingredient are required, the quantity is shown like "×2".

11 Effect

The effect when that dish is used. Items listed as "Duration: ○ battles" indicate that when used the effect will last for that number of battles. If the effect changes when made by a character who is proficient, that effect is described in red within [ ].

Onigiri

Cooking LV 1 | Cooking P 10

Favored — | Not good at it | Likes — | "Dislikes" —

Obtained from Kynos (p.143)
Ingredients: seaweed/rice/salt
Effect: Restores 300 HP

Rice with Raw Egg (Tamago Kake Gohan)

Cooking LV 10 | Cooking P 16

Favored — | Unskilled — | Likes | Dislikes

Acquired from Goose (P.404)
Ingredients: Egg ×2 / Rice ×2
Effect: Restores 500 HP

Torimeshi

Cooking LV 18 | Cooking P 25

Favored | Not good at it | Likes — | [Disliked —

Obtained from Wes Wonder Chef 06 (P.311)
Ingredients: Chicken ×2 / Carrot / Rice ×2
Effect: Restores HP 1000 [1250]

curry rice

Cooking LV 24 | Cooking P 31

Favored | Surprise — | Likes — | Dislikes —

Obtain Planceur (P.404)
Ingredients: Pork / Potato ×2 / Carrot / Rice ×2
Effect: Restores HP 2000 [2500]

Pilaf

Cooking LV 20 | Cooking P 27

Favored — | Unskilled — | Likes — | Dislikes —

Obtain Planceur (P.404)
Ingredients: Chicken ×2 / Onion / Mushroom / Rice
Effect: Restores 20% HP

Ebidoria

Cooking LV 37 | Cooking P 44

Favored — | Unskilled — | Likes — | Dislikes

Obtained from Wonder Chef 12 (P.311)
Ingredients: Shrimp ×2 / Squid / Cheese / Rice ×2
Effect: Restores 40% HP

Omelette Rice

LV43 Cooking P 52

Favored | Unprepared — | Likes | Dislikes —

Obtain Goose [After Max] (P.404)
Ingredients: Chicken / Egg ×2 / Tomato ×2 / Rice ×2
Effect: Restores 60% HP [70%]

Mapo Curry

Cooking LV 50 | Cooking P 60

Favored — | [Not good at — | Likes | Dislikes —

Acquired 18 "Silence of Long Sheela" (P.298)
Ingredients: Pork ×2 / Onion ×2 / Tofu ×2 / Rice ×2
Effect: Restores 80% HP

Pork Sauté

Cooking LV 7 | Cooking P 13

Favored — | Surprise — | Likes | "Dislikes" —

Obtained from Henzera (p.404)
Ingredients: Pork ×2 / Mochimocchin flour / Salt
Effect: Physical ATK +10% / Duration: 4 battles

Hamburger steak

Cooking LV 27 | Cooking P 34

Favored | Unskilled — | Likes | "Dislikes" —

Acquired from Rave (P.404)
Ingredients: Beef ×2 / Pork ×2 / Potato / Carrot
Effect: Physical ATK +15% / Duration: 3 battles (5)

Active-ta Braised Pork

Cooking LV 49 | Cooking P 59

Favored | [Not good at — | Likes | Dislikes —

Obtained from 29 Grandpa's Recipe (P.298)
Ingredients: Pork ×2 / Salt ×2 / Miso ×3
Effect: Physical Attack +20% / Duration: 2 battles (4 battles)

Yakitori

Cooking LV 3 | Cooking P 11

Favored — | [Not good at — | Likes | Dislikes

Obtained from Kynos [after Kynos 5] (P.404)
Ingredients: Chicken / Green onion / Salt
Effect: Physical Defense +10% / Duration: 4 battles

Chilled Pork Shabu

Cooking LV 13 | Cooking P 19

Favored — | Surprise — | Likes | Dislikes —

Obtain Estrega (P.404)
Ingredients: Pork / Onion ×2 / Carrot / Green Onion
Effect: Physical Defense +15% / Duration: 3 battles

Roast Chicken

Cooking LV 44 | Cooking P 53

Surprised and Unprepared | Likes — | Dislikes —

Acquired WK07 Wonder Chef 14 (P.311)
Ingredients: Chicken ×2 / Onion ×2 / Garlic ×2 / Salt
Effect: Physical Defense +20% / Duration: 2 battles [4 battles]

Steak

Cooking LV 21 [C] P 28

Favored — | Unskilled — | Likes — | Dislikes —

Acquired WV07 Wonder Chef 07 (P.311)
Ingredients: Beef ×2 / Potato ×2 / Garlic ×2 / Salt
Effect: Physical Attack and Physical Defense +8% / Duration: 3 battles

Sukiyaki

Cooking LV 56 | Cooking P 66

Favored — | [Not good at — | Likes — | [Disliked —

Acquired 17 Wonder Chef 17 (P.311)
Ingredients: Beef ×3 / Tofu ×2 / Mushroom ×2 / Green Onion ×2
Effect: Physical Attack & Physical Defense up 15% / Duration: 2 battles

Salmon Meunière

Cooking LV13 | Cooking P 19

Favored — | Likes — | Dislikes —

Obtained: Estrega (P.404)
Ingredients: Salmon ×2 / Mochimochin flour
Effect: Technique Attack +10% / Duration: 4 battles

Salad

Cooking LV 3 | Cooking P 11

Favored — | [Not good at — | Likes — | Dislikes —

Obtained: Kynoss [from the Kynoss episode onward] (P.404)
Ingredients: Tomato / Lettuce / Cabbage
[Effect]: When performing a critical attack, increases enemy stagger duration/
Recovers 10% TP/ Duration: 4 battles

Seafood Pasta

Cooking LV34 | Cooking P 41

Favored — | Not good at — | Likes — | Dislikes —

Acquired: WIB Wonder Chef 11 (P.311)
Ingredients: Shrimp ×2/Squid ×2/Mochi-Mocchin Flour
Effect: Magic Attack +15% / Duration: 3 battles

Tofu Steak

Cooking LV 11 | Cooking P 17

Favored — | [Not good — | Likes — | Dislikes —

Acquisition: WOK Wonder Chef 03 (P.311)
Ingredients: Tofu/Mushroom/Daikon
[Effect]: Critical rate +10%/
TP 10% (15%) Recovery / Duration: 3 battles [5 battles]

Seafood Jjigae

Cooking LV 43 | Cooking P 52

Favored — | Surprise — | Likes — | Dislikes —

Acquired: from Goose [after Max Castle] (P.404)
Ingredients: Tuna ×2 / Mackerel ×2 / Shrimp ×2 / Kelp
Effect: Magic attack +20% / Duration: 2 battles

Potato Salad

Cooking LV 15 | Cooking P 21

Favored — | Dissatisfied — | Likes — | Dislikes —

Acquisition: WOS Wonder Chef 05 (P.311)
Ingredients: Onion ×2 / Potato ×2 / Carrot ×2 / Lettuce
[Effect]: Chase markers are more likely to appear /
Recovers TP by 10% / Duration: 2 battles

Grilled Dried Squid

Cooking LV 7 | Cooking P 13

Favored — | Unskilled — | Likes — | Dislikes —

Obtained: Henzera (P.404)
Ingredients: Squid ×2 / Salt
Effect: Mystic Defense +10% / Duration: 4 battles

Stir-Fried Vegetables

料理LV 23 | Cook (Di 30

Favored — | Unskilled — | Likes — | Dislikes —

Acquisition: WB Wonder Chef 08 (P.311)
Ingredients: Pork / Onion / Cabbage ×2 / Carrot ×2
[Effect]: When attacking with the weak attribute, increases enemy stagger tim
Recovers TP by 10% / Duration: 3

Sashimi

Cooking LV 17 | Cooking P 24

Favored — | Unskilled — | Likes — | Dislikes —

Obtained: from Yuraio (P.404)
Ingredients: Tuna ×2 / Salmon ×2 / Sabaika
Effect: Magic Defense up 15% / Duration: 3 battles

Croquette

Cooking LV33 | Cooking P 40

Favored — | Surprise — | Likes — | Dislikes —

Acquired: from Rave (P.404)
Ingredients: Onion / Potato ×2 / Tomato / Cabbage
[Effect]: Deals double damage to stunned enemies /
Recovers 10% TP / Duration: 2 battles

Osushi

Cooking LV 36 | Cooking P 43

Favored — | [Not good — | Likes — | Dislikes —

Acquired: Blange (P.404)
Ingredients: Tuna ×2/Salmon/Shrimp/Rice ×3
Effect: Magic defense +20%/Duration: 2 battles

curry pot

Cooking LV47 | Cooking P 57

Favored — | Unskilled — | Likes — | Dislikes —

Acquisition: WS Wonder Chef 15 (P.311)
Ingredients: ×2/Potato/Carrot/Cheese
[Effect]: During battle, restores HP equal to 1% of max HP every 3 seconds/
Recovers TP by 10% / Duration: 2 battles

Simmered Daikon and Squid

Cooking LV 25 | Cooking P 32

Favored — | [Not good at — | Likes — | Dislikes —

Acquired: from Wonder Chef 09 (P.311)
Ingredients: Squid ×2 / Complete ×2 / Daikon ×2
Effect: +8% Magic Attack / +8% Magic Defense / Duration: 3 battles [5 battles]

Three-color Pizza

Cooking LV 55 | Cooking P 62

Favored — | Sorry — | Likes — | Dislikes —

Acquisition: 39 "Lapis Awakening" (P.298)
Ingredients: ×2 / Tomato ×2 / Spinach ×2 / Mochimocchin Flour
[Effect]: In battle, SP Gauge increases by 1% every 5 seconds/
Recovers TP 10% [15%] / Duration: 2 battles (4 battles)

Tempura

Cooking LV 55 | Cooking P 65

Favored — | [Not good at — | Likes — | Dislikes —

Obtained: Rapunzel (P.404)
Ingredients: Shrimp ×2 / Squid ×2 / Mushroom ×2 / Mochimochin Flour ×3
Effect: Magic Attack & Defense +15% / Duration: 2 battles

Stuffed Cabbage Rolls

Cooking LV 58 | Cooking P 68

Favored — | Unskilled — | Likes — | Dislikes —

Acquisition: Wandaridel (P.404)
Ingredients: Beef ×2 / Pork / Cabbage ×2 / Milk ×2
Effect: In battle: Recovers TP equal to 1% of maximum TP every 3 seconds
Recovers TP by 10% / Duration: 2 battles

Hot Chocolate

Cooking LV 8 | Cooking P 14

Favored — | Not good at it! | Likes — | Dislikes —

Acquisition: 02 Wonder Chef 02 (P.311)
Ingredients: Chocolate ×2 / Milk
Effect: 5% chance to reduce physical damage to 0/ Restore 10% HP/Duration: 4

Egg Soup

Cooking LV 10 | Cooking P 16

Favored — | [Not good at — | Likes — | Dislikes —

Obtained from Goose (P.404)
Ingredients: Egg, Onion / Salt
Effect: 5% chance to reduce magic damage to 0/ Restore 10% HP/Duration: 4 battles

Carrot Juice

Cooking LV 17 | Cooking P 24

Favored — | Unskilled — | Likes — | [Disliked

Acquired from Yuraio (p.404)
Ingredients: Carrot ×2 / Tomato / Banana
Effect: 10% chance to nullify damage when hit by an el ntal attack Effect: Damage becomes 0 / Recover 10% HP / Duration: 3 battles

Fruit Juice

Cooking LV 2 | Cooking P 31

Favored | Unskilled — | Likes — | Dislikes —

Obtain: Planceur (P.404)
Ingredient: Strawberry/Banana/Peach/Milk ×2
Effect: Prevent stun/Restore HP 10% [15%]/ Duration: 2 battles (4)

Vichyssoise

Cooking LV33 | Cooking P 40

Favored — | [Not good | Likes — | Dislikes

Acquired from Rave (P.404)
Ingredients: Onion/Potato ×2/Milk ×2/Salt ×2
Effect: Guard break becomes less likely to occur/ HP 10% recovery / Duration: 2 battles

Pork miso soup

Cooking LV 40 | Cooking P 48

Favored — | Surprise | Likes — | Dislikes —

Acquired: From Goose [After Max Castle] (P.404)
Ingredients: Pork ×2 / Miso / Carrot / Potato ×2
Effect: Prevents status changes / HP 10% Recovery / Duration: 3 battles

Cream Stew

Cooking LV46 | Cooking P 56

Favored — | Unskilled — | Likes — | Dislikes —

Obtain: through the telescope? ② (P.296)
Ingredients Chicken ×2 / Milk ×2 / Potato / Carrot ×2
Effect: Prevents all abnormal statuses with a 30% chance / Restores 10% HP / Duration: 2 battles

Beef Stew

Cooking LV 52 | Cooking P 62

Favored — | [Not good at — | Likes — | Dislikes —

Acquisition: Wandaridel (P.404)
Ingredients: Beef×2 / Onion×2 / Potato×2 / Carrot×2
Effect: Guard break becomes less likely to occur / Restore 10% HP / Duration: 1 battle

Saba Miso

Cooking LV 60 | Cooking P 70

Favored | [Not good at — | Likes | Dislikes —

Acquisition Norkin (P.404)
Ingredients Mackerel ×2 / Miso
Effect: Earned gald after battle increased by 30%/ Recover TP 25% (30%)/Duration: 3 battles (5)

Miso soup

Cooking LV 60 | Cooking P 70

Favored — | [Not good at — | Likes — | [Disliked —

Obtained from Norkin (P.404)
Ingredients: Tofu ×2 / Daikon / Miso
Effect: Earned experience after battle increased by 20%/ Recover TP 25%/Duration: 3 battles

Miso Oden

Cooking LV 62 | Cooking P 72

Favored | [Not good at — | Likes — | Dislikes —

Acquired: Wonder Chef 13 (p.311)
Ingredients: Egg / Kompu / Daikon / Miso ×2
Effect: Item drop rate +3%/ Recover TP 25% (30%) / Duration: 3 battles [5 battles]

Saba Miso Pasta

Cooking LV66 | Cooking P 76

Favored — | Unskilled — | Likes — | Dislikes —

Hand 20: "Treasure of the Righteous Thief Ifried" (P.296)
Ingredients: Saba Mochimocchin Flour/Miso x2
Effect: Spell gauge increase amount +20%/ TP recovery 25%/Duration: 3 battles

Miso Pudding

Cooking LV 6 | Cooking P 78

Favored — | "Bad Intention | Likes — | Dislikes —

Acquisition: 32 "Cave Exploration" (P.307)
Ingredients: Egg ×2/Milk/Miso ×2
Effect: The probability of obtaining unconfirmed items in the Monster Encyclopedia % Up / TP 25% Recovery / Duration: 3 battles

S Miso-grilled Rice Ball

LV 70 | Cooking P 80

Favored | Unknown | Likes | Dislikes —

Acquired: The Secret of Kohaku's Room ②" (P.300)
Ingredients: Nori / Cherry / Rice ×2 / Miso ×2
Effect: Max HP /Max TP 20% [30%] Up / Duration: 3 battles

Miso Dengaku

Cooking LV 60 | Cooking P 70

Favored — | Unskilled — | Likes | Dislikes —

Obtain: Norkin (P.404)
Ingredients Potato / Tofu / Miso
Effect: Acquired grade increases by 10% / Restores 25% TP / Duration: 3 battles

Miso Nikomi Udon

Cooking LV60 | Cooking P70

Favored — | Not good at - | Likes — | Dislikes —

Acquired: Norquine (P.404)
Ingredients Eggs ×2 / Green onion ×2 / Mochi-mochin flour ×2 / Miso ×2
Effect: Immune to all abnormal statuses and status changes / Duration:

Choco Banana

Cooking L 5 Cooking P 12

Favored — Unskilled — "Like — Dislikes —

Acquisition: Wonder Chef 01 (P.311)
Ingredients: Banana×2 / Chocolate
Effect: Restores 25 TP

Choco Banana Crepe Cooking Lv28 Cooking P35

Favored — Unskilled — Likes — Dislikes —

Acquisition: Wonder Chef 10 (P.311)
Ingredients Eggs/Banana×2/Chocolate/Milk
Effect Restores 20% TP

Strawberry ice cream

Cooking LV 14 Cooking P 20

Favored — Weakness — Likes — Dislikes —

Acquisition: Wonder Chef 04 (P.311)
Ingredients Strawberry×2/Milk×2
Effect Restores 50 TP

Peach Pie

Cooking LV 41 Cooking P 50

Favored — Weakness — Likes — Dislikes —

Acquisition: Secret ingredient is... (P.296)
Ingredients Eggs×2/Peach×2/Mochimochin Flour×2/Milk
Effect: Restores TP 40% [50%]

Sachertorte

Cooking LV 20 Cooking P 27

Favored — [Not good at] — Likes — Dislikes —

Obtain: Francier (P.404)
Ingredients: Egg ×2 / Chocolate ×2 / Mochimochin Flour
Effect: Restores 100 TP

Chocolate Fondue

Cooking LV 53 Cooking P 63

Favored — [Not good at] — "Like" — Dislikes —

Obtain: From Wonder Chef 16 (P.311)
Ingredients: Strawberries ×2 / Bananas ×2 / Chocolate ×2 / Mochimochin Powder
Restores 60% TP

Fruit Parfait

Cooking LV 36 Cooking P 43

Favored — [Not good at] — Likes — Dislikes —

Obtain: Blanche (P.404)
Ingredients: Strawberry×2 / Banana×2 / Peach / Cherry
Effect: Restores TP 200 (250)

Purin à la Mode

Cooking LV 55 Cooking P 65

Favored — [Not good at] — Likes — Dislikes —

Obtain: Rapunzel (P.404)
Ingredients: Egg×3 / Strawberry×2 / Cherry / Milk×2
Effect: Restores 80% TP

TOPICS Costume Design Art Book ~ DLC Butler & Maid Costumes ~ NEXT P.402

Shop Data

SHOP DATA

Items sold at shops in various locations are listed by category. Note that some items become available for sale as the story progresses.

Be careful, as some items will be sold as the story advances.

How to read the shop data

1 Name	2 Buy Meal	Seablue	Kynos	Henzera	South Penderock	West Old Mine	Goose	Estrega	Sharlow	Yuraio	East Old Mine	Rignaru	Dosmore Back Road	Imperial Capital Underground Sewers	Shehe 3 Stream	Oasis	Fransule	West Marquis	Seminabits	Mobile Crystal Castle Sandrion	Id Mine	North Marquis	Branju	Inverse Gate B	nn	Rapunzel I	ano Wandari	Bamel Volc
Apple Gummies	100	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Lemon Gummy	800			E	E	G	J	H			G	※1		H	4		●	●	●	●	●	G	●	●	●	●	●	●
Orange Gummy	200	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●

1. Name

Name of the item.

② Purchase Value

Price when purchased at a shop. The Rignator Garrison is 1.2 times this amount.

3 Shop Location

The locations of shops are listed in the order they appear in the story in the story.

4 Sales Information

Items sold on that map are marked with a ●. Also, items th at become available for sale as the story progresses are dis tinguished by an A icon for each sales period. The sales peri ods for each icon are listed at the bottom of the page.

Consumable Items

Name	Purchase Value	Seablue	Kynos	Henzera	South Penderock Port	West Old Mine Port GOG	"Estrega	Goose	Sharlow	Mine Port GGG Round	Yuraio Old	Rignator Garrison	"Dozmore Back Road	al Underground Sewers "Shehe	Imperial Capit	"Oasis I	t Marquis	Bransoul Wes	Mobile Crystal Castle Sandrion	Seminabits	"Rêve"	South Old Mine Port Concave	e Nokquin	Port Brang	North Marquis	Me ルスエ	punzel	Wande Ra	Traverse Gate B
Apple Gummies	100	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Lemon Gummy	800			E	E	G	J	H				※1		H			●	●	●	●	●		●	●	●	●	●	●	●
Orange Gummy	200	●	●	●	●	●	●	●	●	●		●	●	●	●	●	●	●	●	●	●		●	●	●	●	●	●	●
Vine Gummy	1500			E	E		J	H				※1		H			●	●	●	●	●		●	●	●	●	●	●	●
Mix Gummy	1000			E	E		●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Miracle Gummi	3000			F	F		J	H						H						●	●	G	●	●	●	●	●	●	●
Poison Bottle	150			E	E		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Bararai Bottle	150			Bye	E		J	C				※1	●	●	●	●	●	●	●	●	●	D	●	●	●	●	●	●	●

*1: Only Rignator Garrison (2).

Meaning of icons			
	A ····· After Kynos 5	G.... Dozmore Backroad and beyond	E .... West Marquis Port and beyond
	B ····· After Lagos Stalactite Cave	D .... Imperial Capital Underground Sewers (1) and beyond	F 1) ... Mobile Crystal Castle Sandrion (1)
			4 From Here On

名前	Purchase Value	Seablue	Kynos	Henzera	South Penderock Port	West Oldmine Port	Goose	Estrega	Sharlow	Yurario	East Old Mine 港	Lignal Garrison	Dosmore Back Road	Sheherah Desert	Imperial Capital Underground Sewers	West Marquis 港	Mobile Fortress Sandrion	Seminabits 港	South Old Mine 港	North Marquis Port	Branju	el Volcano	Norkin Barn	Wandariduoru	Rapunzel	Triverse Gate B
Weak Bottle	150					J	J	I			J				I				J	●	●	●	●	●	●	●
Seal Bottle	150						J	I			J				I				J				●	●	●	●
Stone Bottle	150			E	E	G	J	H			G	※1			H	●	●	●	●	G	●	●	●	●	●	●
Banashia Bottle	1000			F	E	G	J	H			G				H				●	G	●	●	●	●	●	●
Liqueur Bottle	500			F	F	G	J	H			G				H				●	G	●	●	●	●	●	●
Life Bottle	500	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Spectacles	10	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Holy Bottle	300			E	E	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
High Holy Bottle	1000			F	F	G	J	H			G				H				●	G	●	●	●	●	●	●
Dark Bottle	300			┐	─	●●●	Bay		●	●	●	●	●	●	●	●	●	●	●	G	●	●	●	●	●	●
High Dark Bottle	1000			F	F	G	J	H			G				H				●	G	●	●	●	●	●	●

Armor - Body

Name	Purchase Value	Seablue	Kynos	Henzera	Minami Benderoku Port	West Old Mine 港	Goose	Estrega	Sharlow	Yurario	East Old Mine Port	Lignal Garrison	Dosmore Back Road	Sheherah Desert	Imperial Capital Underground Sewers	West Marquis 港	Pransule	Oasis	Mobile Settlement Sandrion	Seminabits 港	Rave	South Old Mine 港	North Marquis Port	Branju	Norkin	Vamel Volcano	Wandari テル	Rapunzel	Triverse Gate B
Leather Mail	180	●	●																										
Scale Mail	250		●	●																									
Iron Mail	610		●	●																									
Iron Mail R	1200			●			●																						
Chain Mail	1020			●			●		●	●																			
Lamellar Leather	1420						●	●																					
Steel Mail	2400							●	●	●		※2																	
Battle Suit	4300							●	●	●		※2	●	●	●														
Battle Suit R	5200							C		●		※2		●															
Knight Armor	6000							C					●	●	●		●												
Brigandine	9300			E								※1					●		●										
Pressto Plate	13500			E								※1		H			●		●		●								
Pressto Plate R	18000			E								※1							●										
Silver Mail	16800							H						H							●								
Rim Plate	21000							H						H							●			●	●				
Rune Mail	26500							I						I										●	●				
Rune Mail R	35000							I						I											●				
Gothic Plate	33000						J	I						I										●	●	●			
Plate Mail	37500						J																			●			
Mithril Mail	45000																										●	●	
Crystal Mail	55000																										●	●	
Crystal Mail R	70000																											●	

※1: Only Rignator Garrison (2). ※2: Only at Rignator Garrison (1).

G ····· • After South Old Mine Port
Rare field ····· • Imperial Capital Underground Sewers (2) After START

I ····· • Hidden Village Norkuin (1) After 2
After Max Castle

3 After clearing "Lapis's Awakening"

Name	Purchase Value	Seablue	Kyros	Henzera	South Penderock Port	West Old Mine	Goose	Estrega	シャルロウ	ユーライオ	東オールドマイン港	リグナトル駐屯地	ドーズモア裏街道	帝都地下水道	シェヘラ砂漠	オアシス	ブランスール	西マーキス港	機動結晶城サンドリオン	セミナビッツ港	レーブ	南オールドマイン港	北マーキス港	ブランジュ	ノークイン	パメル火山	ワンダリテル	ラプンツェル	トライバースゲートB
Leather Guard	150	●																										
Scale Guard	230	●	●																									
Iron Guard	580	●	●																									
Iron Guard R	1120		●			●																						
Chain Guard	970		●			●		●	●																			
Half Guard	1350					●	●																					
Steel Guard	2280						●	●	●		※1																	
Battle Guard	4090						●	●	●		※1	●	●	●														
Battle Guard R	5000						C		●		※1		●															
Knight Guard	5700						C					●	●	●		●												
Mighty Guard	8800			E							※2					●		●										
Breast Guard	12800			E							※2		I			●		●		●								
Breast Guard R	17000			E							※2							●										
Silver Guard	16000						H						I							●								
Grim Guard	20000						H						I							●			●	●				
Rune Jacket	25500						I						I										●	●				
Rune Jacket R	33000						I						I											●				
Gothic Guard	31400					J	I						I										●	●	●			
Plate Guard	35700					J																			●			
Mithril Guard	42800																									●	●	
Crystal Guard	52300																									●	●	
Crystal Guard R	67500																										●	
Amber Robe	560			●																								
Amber Robe R	1090			●			●																					
Misty Cloak	950			●			●		●	●																		
Black Robe	1320						●	●																				
Mage Robe	2230							●	●	●		※1																
White Cloak	4000							●	●	●		※1	●	●	●													
White Cloak R	5000							C		●		※1		●														
Feather Robe	5580							C					●	●	●		●											
Elder Robe	8600			E								※2					●		●									
Witch Dress	12500			E								※2		H			●		●		●							
Witch Dress R	16000			E								※2							●									
Silver Cloak	15600						H							H							●							
Grim Robe	19500						H							H							●			●	●			
Rune Robe	24600						I							I										●	●			
Rune Rope R	34000						I							I											●			
Gothic Dress	30500					J	I							I										●	●	●		
China Dress	62000																								●			
Mirage Cloak	34800					J																				●		
Mithril Cloak	42000																										●	●
Crystal Robe	51000																										●	●
Crystal Rope R	66000																											●

※1 Only at Lignator Garrison (1). ※2: Only Lignator Garrison (2).

Meaning of icons

A ……After Kyros
C ...After the Dowsmore Back Road
E ...After West Marquis Port 5
E ...After Lagos Stalagmite Cave
I ...Imperial Capital Underground sewers (1)
I ...After Mobile Crystal Castle Sandrain (1)

Name	Purchase	Seablue Value	キュノス	ヘンゼラ	南ペンテローク港	西オールドマイン港	グース	エストレーガ	シャルロウ	ユーライオ	東オールドマイン港	リグナトル駐屯地	ドーズモア裏街道	帝都地下水道	シェヘラ砂漠	オアシス	ブランスール	西マーキス港	機動結晶城サンドリオン	セミナビッツ港	レーブ	南オールドマイン港	北マーキス港	ブランジュ	ノークイン	バメル火山	ワンダリテル	ラプンツェル	Traverse Gate B
Leather Helm	130	●	●																										
Scale Helm	180		●	●																									
Iron Sallet	450		●	●																									
Cross Helm	800			●			●		●	●																			
Safety Helm	1200						●	●																					
Steel Helm	1800							●	●	●		※1																	
Brave Helm	3200							●	●	●		※1	●	●	●														
Knight Helm	4500							C					●	●	●		●												
Noble Sallet	6200			E								※2					●		●										
Duel Helm	9000			Eye								※2		H			●		●		●								
Silver Helm	11500							H						H							●								
Grim Helm	15750							H						H							●			●	●				
Rune Helm	19800							I						I										●	●				
Gothic Helm	24700						J	I						I										●	●	●			
General Helm	28200						J																			●			
Mithril Helm	34000																										●	●	
Crystal Helm	41000																										●	●	
Iron Circlet	400			●																									
Bronze Circlet	720			●			●		●	●																			
Oriental Crest	1080						●	●																					
Steel Circlet	1620							●	●	●		※1																	
Playp Circlet	2880							●	●	●		※1	●	●	●														
Lake Circlet	4000								●																				
Knight Circlet	4050							C					●	●	●		●												
Light Circlet	5580			E								※2					●		●										
Jewel Circlet	8100			E								※2		H			●		●		●								
Silver Circlet	10300							H						H							●								
Grim Crest	14000							H						H							●			●	●				
Runic Circlet	17800							I						I										●	●				
Gothic Circlet	22230						J	I						I										●	●	●			
Mirage Crest	25400						J																			●			
Mithril Circlet	30000																										●	●	
Crystal Crest	37000																										●	●	
Straw Hat	300	●																											
Temple Hat	10000																●												
Silk Hat	25000																						●						
Sharpka	27000																							●					
Red Beret	31500						J																		●				
Magical Ribbon	3700							●				※1																	
kanzashi	4100								●																				
Pretty Ribbon	16450																				●								

※1: Only Rignator Garrison (1). ※2 Only Rignator Garrison (2).

Return... South Old Mine Pc2 and beyond I..... Hidden Village Norkuin2 From Here On K.....199 After clearing "Lapis Awakening"
E ..... Imperial Capital Underground Sewers (2) STAR and beyond ..... From the entrance of Max's Castle onward

Accessory

Name	Purchase Value	Seablue	"Kynos	Henzera	Minami Benderōku Port	西オールドマイン港	Goose	"Estrega	Sharlow	Yuraio	East Old Mine Port DGGDGD	Lignal Garrison	Dosmore Back Road	Imperial Capital Underground Sewers	"Sheherah Desert	Oasis	Bransoul	West Marquis港	Mobile Crystal Castle Sandrion	Seminabits港	South Old Mine Port DGGDGG	Rave	North Marquis Port	Volcano	orkin Mel	Branche N	Wandari デル	Rapunzel	Triverse Gate B
Poison Charm	800			E		D	●	●	●	●		●		●	●			●	●	●	●	●	●	●	●	●	●	●
Paralysis Charm	1700			E		D	J	C				※	●	H	●			●	●	●	●	D	●	●	●	●	●	●
Week Charm	1700					J	J	I						I								J	●	●	●	●	●	●
Seal Charm	1800					J	J	I						I												●	●	●
Stone Charm	1800			E		G	J	H				※		Field●				●	●	●	●		●	●	●	●	●	●
Flare Mantle	2000			E	E	G	J	H				※		H	●			●	●	●	●		●	●	●	●	●	●
Aqua Mantle	1700			E	E	D	J	C				※	●	H	●			●	●	●	●		●	●	●	●	●	●
Earth Mantle	1700			E	E	G	J	H				※		H	●			●	●	●	●		●	●	●	●	●	●
Wind Mantle	1400			E	E	G	J	H				※		H						●	●		●	●	●	●	●	●
Thunder Mantle	1400					J	J	I						I								J	●	●	●	●	●	●
Light Mantle	1700					J	J	I			J			I								J				●	●	●
Dark Mantle	1400					J	J	I			J			I								J				●	●	●
Black Pierce	1200			●			●		●	●		●	●		●		●		●		●			●	●	●	●	●
White Pierce	1200			●			●		●	●		●	●		●		●		●		●			●	●	●	●	●
Attack Pierce	800			●			●		●	●		●	●		●		●		●		●			●	●	●	●	●
Mind Pierce	800			●			●		●	●		●	●		●		●		●		●			●	●	●	●	●
Guard Pierce	800			●			●		●	●		●	●		●		●		●		●			●	●	●	●	●
Resist Earring	800			●			●		●	●		●	●		●		●		●		●			●	●	●	●	●
Rabbit Symbol	600			●	●	●	●	●	●	●	●	●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●

* Only at Lignator Garrison (2).

TOPICS Costume Concept Art Collection

~ DLC Idol-style Costumes ~

Icon's Meaning

A..... After Kynos
B ..... From Lagos Stalactite Cave 7 onward
G.... Dozmore Backroad and beyond
I ..... Imperial Capital Underground Sewers (1) and beyond
E ... From West Marquis Port onward
C ... Mobile Crystal City Sandrion (after 1 play)

Name	Purchase Value	Seablue	Kynos	Henzera	South Benderock 港	West Oldmine Port	Goose	Estrega	Sharlow	Yuraio	East Old Mine Port ●● times	Lignal Garrison	"Dozmore Back Road	Imperial Capital Underground Sewers	Sheherah Desert	Oasis	Bransoul	西 Marquis 港	Mobile Crystal City Sandrion ○○○○	Seminabits 港	Rave	南 Old Mine DOGOGOGOGOGO	North Marquis Port	Branju	Norkin	Vamel Volcano	Wanda リデル	Rapunzel	Traverse Gate B
Pibe	40			E	E	D	J	C				※																	
Pork	30																												
Chicken	20		A																										
Egg	10			E	E	D																							
Tuna	40			0 days		D	J	C			D																		
Salmon	20						J				D																		
Mackerel	10			E	E	D	J	C			D																		
Shrimp	30					J	J	H			J			H															
Squid	10																												
Konbu	20			E	E	G	J	H			G	※		H															
nori	5		A																										
onion	10			E	E	D					D																		
potato	20			E	E	D	J	C			D																		
Carrot	10			E	E	D	J				D																		
Tomato	10		A																										
Tofu	20			E	E	D					D																		
Mushroom	20			E	E	D					D											D							
Lettuce	10		A																										
Cabbage	10		A																										
Green onion	10		A																										
Garlic	30			E	E	D	J	C			D	※										D							
Daikon (Japanese radish)	20			E	E	D					D											D							
Spinach	300			K																									
Strawberry	20			E	E	D	J				D											D							
Banana	10		B																										
Peach	30			E	E	G	J	H			G	※		H								G							
Cherry	40					J	J	I			J			I								J							
Chocolate	20		B																										
rice	20		A																										
mochi-mochin flour	20																												
milk	10																												
Cheese	40					J	J	I			J			I								J							
La	5		A																										
Miso	1000																								●				

※ Only at Rignator Garrison (2).

C ...After South Old Mine Port
H ...After Imperial Capital Underground Sewers (1)
I ...Hidden Village Norkuin (2)
S ...After Max Castle
10 From Here On
13 "After Clearing 'Lavis's Awakening'"

Recipe

Name	Purchase Value	Seablue	Kynos	Henze カ	South Penderock Port	West Old Mine 港	Goose	Estrega	Sharlow	Yurailo	East Old Mine Port	Lignal Garrison	Dosmore Back Road	Imperial Capital Underground Sewers	Sheherah Desert	*Oasis	Pransule	*West Marquis Port	Mobile Settlement Sandrion	Semina レラン港	[Rape]	South Old Mine 港	North Marquis Port	Branju	Norkin	Vamel Volcano	unzel	Wandaril Rap	Triverse Gate B
Rice with Raw Egg (Tamago Kake Gohan)	300			E			●	●	●	●							●				●			●			●	●	
curry rice	1800			E			J	I									●				●			●			●	●	
Pilaf	1200			E			J	C									●				●			●			●	●	
Omelette Rice	5000						J	I																			●	●	
*Pork Sauté	250			●			●	●	●	●							●				●			●			●	●	
Hamburger steak	2150			Eye			J	I													●			●			●	●	
Yakitori	150		A	●			●	●	●	●							●				●			●			●	●	
Hiyashi Shabu (Chilled Shabu)	360			E			J	●	●	●							●				●			●			●	●	
Salmon Meunière	400			E			J	●	●	●							●				●			●			●	●	
Seafood Jjigae	5300						J	I																			●	●	
Grilled Dried Squid	150			●			●	●	●	●							●				●			●			●	●	
Sashimi	600			E			J	C		●							●				●			●			●	●	
Osushi	3330						J	I																●			●	●	
Tempura	8000																											●	
Salad	200		A	●			●	●	●	●							●				●			●			●	●	
Croquette	2700						J	I													●			●			●	●	
Stuffed Cabbage Rolls	12000																										●	●	
Egg Soup	350			E			●	●	●	●							●				●			●			●	●	
Carrot Juice	550			Eye			J	C		●							●				●			●			●	●	
Fruit Juice	1900			E			J	I									●				●			●			●	●	
Vichyssoise	2600						J	I													●			●			●	●	
Pork miso soup	15000						J																				●	●	
Beef Stew	10000																										●	●	
Saba Miso	32000																								●				
Miso soup	36000																								●				
Miso Dengaku	30000																								●				
Miso Nikomi Udon	34000																								●				
Sachertorte	1600			E			J	C									●				●			●			●	●	
Fruit Parfait	4000						J	I																●			●	●	
Crème Caramel à la Mode	8800																											●	

Icon's Meaning

A ····· From Kyunos 5 onwards
B .....Ragos Stalactite Cave
G ····· After Dewsmoor Backroad
I ····· After Imperial Capital Underground Sewers (1)
E ...West Marquis and beyond
F ...Mobile Crystal Castle Sandrion (from 1) onward

Name	Purchase Value	Seablue	Kynos	Henze ヘンゼ	South Penderock Port	West Oldmine Port	"Estrega エストレガ" Goose	Sharlow	Yuraio Eas t Old Mine Port	Lignal Garrison ラグナル駐屯地	Dosmore Back Road	Imperial Capital Underground Sewers	"Sheherah Desert	"Oasis	Fransule	West Marquis 港	Mobile Crystal Castle Sandrion	Seminuts 港	Rave	South Old Mine 港	北Marquis 港	Branju	Norkin	Vamel Volcano	"Rapunzel テル" Wandari	Traverse Gate B
Self with HP <~%	40		●	●			●	●	●	●						●			●			●	●		●	●
TP <~% self	40		●	●			●	●	●	●						●			●			●	●		●	●
HPTP<~% of self	120			E			●	●	●	●						●			●			●	●		●	●
Self with ~ down	140			Eye			J	●	●	●						●			●			●	●		●	●
Ally with HP <~%	80			●			●	●	●	●						●			●			●	●		●	●
TP allies below ~%	80			●			●	●	●	●						●			●			●	●		●	●
HPTP allies below ~%	120			E			●	●	●	●						●			●			●	●		●	●
Allies with ~ debuff	160			Eye			J	●	●	●						●			●			●	●		●	●
Allies with high ~	180			E			J	C		●						●			●			●	●		●	●
Allies with low ~	180			E			J	C		●						●			●			●	●		●	●
Party with HP <~%	120			Eye			●	●	●	●						●			●			●	●		●	●
Party with TP < ~%	120			Eye			●	●	●	●						●			●			●	●		●	●
Specific character	120			E			●	●	●	●						●			●			●	●		●	●
Same enemy	40		●	●			●	●	●	●						●			●			●	●		●	●
Different enemy	40		●	●			●	●	●	●						●			●			●	●		●	●
Untargeted enemy	40		●	●			●	●	●	●						●			●			●	●		●	●
Front-row enemy	40		●	●			●	●	●	●						●			●			●	●		●	●
Back-row enemy	40		●	●			●	●	●	●						●			●			●	●		●	●
Enemy casting	120			●			●	●	●	●						●			●			●	●		●	●
Flying enemy	80			●			●	●	●	●						●			●			●	●		●	●
Enemies weak to ~	120			●			●	●	●	●						●			●			●	●		●	●
Enemies targeting ~	140			E			●	●	●	●						●			●			●	●		●	●
Enemies targeting during Leading	140			E			●	●	●	●						●			●			●	●		●	●
Enemies targeting HP below ~%	200			E			J	C		●						●			●			●	●		●	●
Strong enemies	160			●			●	●	●	●						●			●			●	●		●	●
Weak enemies	60			●			●	●	●	●						●			●			●	●		●	●
Enemies with HP ≧ ~%	100			E			●	●	●	●						●			●			●	●		●	●
Enemies with HP < ~%	100			E			●	●	●	●						●			●			●	●		●	●
Enemies with ~ increase	140			E			J	●	●	●						●			●			●	●		●	●
Enemies with high ~	200			E			J	C		●						●			●			●	●		●	●
Enemy with lower ~	200			E			J	C		●						●			●			●	●		●	●
Enemies during Chase Link	100						●	●	●	●						●			●			●	●		●	●

C ...After South Old Mine Port
E ...After Imperial Capital Underground Sewers
I ..... Hidden Village Norkin
M ...From Here On
K ..... 139 After clearing "Lapis's Awakening"
S ...START
X ...After Max's Castle

Skits Data

SKIT DATA

Skits that occur during the game are listed in chronological order. Use the Skit Player index on p.416 as well, and aim to view all skits.

How to read the skit data

❶ Start timing	❷ Type	❸ Skit title	❹ Required character: Shikohibeikukaga	❺ Trigger conditions, choices, changes in Soul (Soma) Link
Sheeple Forest 1	Main	Master the Soma	○	—
Sheeple Forest 1	Main	Strong Spirias	○	—
Sheeple Forest 3	Nav	To the Soma Shrine	○	—
Sheeple Forest Entrance	Main	The girl inside the Spiria	○	—
Sheeple Forest Entrance	Main	older brother is	○	—
Sheeple Forest Entrance	Chit-chat	Kohaku is.....	○	It's nothing!: Shing ⇔ Kohaku [10] Kohaku is so cute, isn't she? No change

❶ Start timing

The start timing of skits. Indicates when they become viewable during a first playthrough. Notations like "Sheeple Forest" correspond to the map names and flowchart numbers in the story walkthrough (p.134) of this guide. When the walkthrough groups multiple map names together, only the first map name is listed here. Note that most skits have an ending timing and may become unavailable as the story progresses.

⊗ Type

Except for "Nav," this indicates the category assigned in the "Skits Player," which becomes available after clearing the game. However, in the Skits Player, "Main-related" and "Soma Link" are abbreviated here as "Main" and "Soma," respectively.

❸ Skit title

The title of the skit. Blue text indicates items that do not have an end date.

❹ Required characters

Party characters required for the skit to occur. Names are abbreviated below using only their initials as shown. If a character marked with "○" is not in the party, the skit will not occur.

Sh·····Shing　Ko·····Kohaku　Hi·····Hisui
Be·····Beryl　I·····Ines　ク·····Kunzite
Ca·····Carnelian　Ga·····Galard

❺ Trigger conditions, choices, and changes to Soma Links

Any trigger conditions other than the start time and required characters are listed here. Bold green text indicates choices that occur during the skit, and after 「」 the change to the Soma Link when that choice is selected is noted (the change value is shown in 【】). Among the character names, Kunzite is abbreviated as "Kunz" and Carnelian as "Ca". Some skits change Soma Links without any choices. Also, if a dish is a trigger condition, the condition cannot be satisfied unless that dish is successfully prepared.

Start timing	Type	Skit Title	Required characters: Shikohibeikukaga	Trigger conditions, choices, changes in Soul (Soma) Link
Sheeple Forest 1	Main	Master the Soma	○	—
Shiburu Forest 1	Main	Strong Spirilia	○	—
Sheeple Forest 3	Nav	To the Soma Shrine	○	—
Seeble Forest 4	Main	The girl inside Spirilia	○	—
Seeble Forest Entrance	Main	Big brother, huh	○	—
Sheeple Forest Entrance	Chat	Kohaku is.....	○	Ah, it's nothing! Shing⇔Kohaku [10] Kohaku is, cute, right No change
Sheeple Forest 5	Main	Reason she was collapsed	○	—
Seeble Forest Country	Main	I believe you	○	—
Sheeple Forest 5	Main	The voice of "her"		—

Start timing	Type	Skit title	Required characters								Trigger conditions, choices, changes in Soul (Soma) Link
			Shikohibeikukaga								
Sheeple Forest 5	Navigation	To the Soma Shrine?	○								—
Seablue Forest 5	Navigation	To the Soma Shrine!									Watching the skit "To the Soma Shrine?"
Seablue Forest 8	Main	What the hell!?	○								—
Shīburu Forest 12	Main	Magus Incarose	○								—
Shīburu Forest 12	Main	Loss of emotion	○								On the field
Sheeple Forest 12	Main	emerald hair	○								—
Sea-ble Forest Country	Inn	Room size	○								Rest at Shing's house in Sheepl (P.142)
Sheeple Forest 12	Nav	To the neighboring town Kynos	○								—
Kynosro	Small talk	That means... 1	○								—
Kynosro	Inn	Triple room	○								Stay at the inn in Kynos (P.144)
Kynos 1	Inn	Seinyan	○								Stay at the inn in Gynos (p.144)
Kynosro	Inn	Have a nightmare	○								Stay at the inn in Gynos (p.144) Shing ⇔ Kohaku [10]
Kynosro	Main:	The Sleeping Beauty Picture Book	○								It's okay not to be afraid — no change The moon shouldn't fall — no change
Kynosro	Miscellaneous 談	Obtain bow-pair type Soma	○								What an amazing Soma! — no change Please support me, Shing ⇔ Jade 【30】
Gynos Ro	Small talk	Hisui's Skill	○								—
Kynosro	Inn	Next door?	○		○						Stay at the inn in Kynos (P.144)
Gynos Ro	Nav	Head for the Limestone Cave	○								—
Ragos Stalactite 5	Main:	Overflowing Fear	○		○						—
Ragos Stalactite Cave 3	Main	Recovered Spirune	○								—
Ragos Stalactite Cave 5	Nav	Let's return to Kynos	○								—
Ragos Limestone 6	Inn	Spooning			○						Stay at the inn in Kynos (p.144) or Henzera (p. 153)
Ragos 重乳洞 8	Nav	Hanzela, the Trading Town									—
Ragos Stalactite Cave	Nav	Telescope	○		○						Already cleared [008] "Euchres and Uran" (P.288) and is on the field
Ragos 鍾ilk 河 8	Nav	Mr. Euchres...	○		○						1008 Cleared "Euchres and Uran" (P.288) Not cleared and is on the field
Twilight Forest	Main	The reason you'll come along	○							○	Could you talk a little more? No change Got it, that's fine—no change.
Twilight Forest 1	Small talk	Greenhorn	○		○					○	—
Twilight Forest Country	Small talk	Meteorite?	○							○	—
Twilight Forest Country	Small talk	Old man			○					○	—
Twilight Forest Entrance	Inn	An Inn After a Long Time	○		○					○	At the inns in Kynos (P.144) and Kahenzera (P.153) Stay overnight Shing ⇔ Galad [70] Hisui Galad [140]
Twilight Forest Entrance	Inn	A Morning Drink	○							○	Goose, Shehera Desert, Wandaridel, Rapunzel Stay at a different inn Shing Galad [70]
Twilight Grove	Cooking	Hisui's Skill	○		○					○	Kohaku accompanies you, and Hisui prepares the meal
Twilight Grove 2	Main	What's a church?	○		○					○	They're unpleasant people... no change But they were very strong: Shing ⇔ Hisui [30]
Twilight Forest 2	Main	Who are you?			○					○	—
Henzelaro	Small talk	The one who paid the lodging fee was	○		○					○	Proceed with Henzelaro's procedure while carrying less than 300 Gald
Henzelaro	Inn	Commercial Town	○							○	Stay at the inn in Henzera (P.153)
Henzera 1	Nav	Let's inquire around								○	—
Henzera 3	Navigate:	Find Beryl!	○		○					○	—
Henzera 9	Small talk	Beryl's Ambition	○		○	○					—
Henzera 9	Cooking	Dislikes Vegetables				○				○	Someone makes a "salad"

<Skit Data (cont.)

Start timing	Type	Skit title	Required characters: Shikohibeikukaga	Trigger conditions, choices, and changes to Soma Links
Henzelaro	Cooking	Beryl's Dish 1	○	○ Beryl cooks
Henzelaro	Nav	Pursuit: Mount Grim	○	—
Trembling Mountain Grim	Small talk	Origin of Soma	○	○ Kohaku is accompanying
震える Mount Grim	Small talk	That handkerchief? 1	○	—
Trembling Mount Grim 6	Main	Are you really okay? ○		—
Trembling Mountain Grim	Small talk	Encounter with Galan	○	—
Trembling Mountain Grim	Inn	Whereabouts of the Blood	○	Stay at an inn other than Scheherazade Desert, Wanda ridel, or Rapunzel
Trembling Mountain Grim	Nav	Ship route to the Central Continent	○	—
South Benderock Port 2	Small talk	Hisui's warning	○	"What does a 'country bumpkin face' look like? No change" Hisu'i also needs to be careful!: Shing ★ Hisui [20]
South Penderock Port 2	Small talk	That taste is t····		—
South Penderock Port 2	Small talk	I will paint a portrait		—
South Penderock Port Country	Nav	To Goose		○ —
Goose START	Cooking	Raw egg over rice	○	Someone makes "raw egg over rice"
Goose 3	Soma portrait		○	Shing and Beryl's Soma Link is 1 or higher
Gusuro	Small talk	What kind of guy is he?	○	○ Try asking Kohaku: Kohaku ★ Beryl [50] Try asking Hisui: Hisui ★ Beryl [50]
Gusuro	Small talk	Bath Memories	○	○ —
Gusuro	Nav	Break through the tunnel!	○	—
Andelle Mine 9	Small talk	Beast...	○	Kohaku is accompanying (you). The Central Continent is warm, isn't it? Kohaku [201 Come to think of it, the other day by chance... Shing ⇔ Kohaku [20]
Andelle Mine 9	Nav	Garnet's Letter		—
Andeale Mine 9	Nav	Which way to the Imperial Capital?		Watching the skit "Garnet's Letter"
Estrega START	Nav	Where is Garnet? ○		○ —
Estrega START	Nav	Let's search for Garnet	○	Watching the skit "Where is Garnet?"
Estrega 1	Nav	Let's gather information		—
Estorega 6	Small talk	Flight to Freedom		Hisu'i ★ Beryl 【140】
Estregaro	Small talk	Mature Ines	○	○ —
Estorega 6	Small talk	Ines Is Big	○	Possessing 10,000 gald or more
Estrega 6	Cooking	Crunchy Onigiri °		○ Kohaku is accompanying, and Ines makes "onigiri" (rice balls)
Estorega 6	Cooking	Cooking with Ines 1	○	○ Kohaku is accompanying, Ines cooks Ines Garado [70]
Estrega 6	Cooking	Beryl's Cooking 2		Kohaku is accompanying, skit "Beryl's Cooking 1" watching, Beryl cooks
Estregaro	Nav	Off to Shallow!	○	—
Estrega 7	Small talk	Impressions of the Imperial Capital	○	On the field It was a really huge town! Shing Hisui [40] It felt like a lonely town.:. Shing ⇔ Ines [40]
Shallow START	Navigation	Search for Marin		—
Shallow Ro	Main	Don't be down, Beryl		—
Shallow Ro	Navigation	Hurry to the watergate!		—
Odette Water Gate	Small talk	Oblivion of Sorrow	○	That's not true! No change It's a shame to forget, ShingInes [40]
Odette Watergate 8	Small talk	This atonement is...	○	○ Pay with spiritia! Shing ⇔ Ines [30] Pay with body! No change
Odette Watergate	Small talk	The prettiest?	○	—
Odette Watergate	Small talk	Ines's strength		—

Start timing	Type: Skit Title		Required characters: Shikohibeikukaga							Trigger conditions, choices, and changes to Soma Links
Odette Water Gate	Nav	The Road to Yuraio	○			00				—
Odette Water Gate	Nav	What's the motif?	○			○				057 When you have not cleared the "Shallow Painting Contest" (P.290) and are on the field
Yuraio START	Small talk	How to Spend One Hundred Million Gald	○			○	○		○	—
Yuraio START	Cooking	Adult Flavor			○				○	Someone Makes "Sashimi" Hisui ⇔ Garad [140]
Yuraio 4	Nav	Main Venue: Hero's Tower	○						○	In the Yuraio sequence, choose Garad as your partner
Yuraio 4	Navigation	Main Venue: Hero's Tower	○			○				In the Yuraio sequence, choose Beryl as your partner
Yuraio 4	Navigation	Main Venue: Hero's Tower	○				○			In the Yuraio sequence, choose Ines as your partner
Hero's Tower King Cross START	Main: The Two in Conflict		○		○					Located at Hero's Tower King Cross (P.180)
Hero's Tower King Cross START	Small talk	Rampaging Men	○		○	○			○	The Tower of Heroes Kingcross (p.180) is there I can't hear that!: Kohaku ⇔ Beryl [40] Just leave me alone! No change
The Tower of Heroes Kingcross Small Talk		Hisui (older brother)	○							—
The Tower of Heroes Kingcross Small Talk		Gambling Guild				○	○			—
The Tower of Heroes Kingcross Navi		Let's draw the arena				○				—
The Tower of Heroes Kingcross B Main		The Terror of Incarose	○		○	○	○			He's my vengeance! Shing ⇔ Beryl [30] Did Ines know too?: Hisui ⇔ Ines [30]
The Tower of Heroes Kingcross Small Talk		Kohaku is strong	○	○	○					Kohaku ⇔ Hisui [40]
The Tower of Heroes Kingcross Inn		It was a disaster				○	○			Stay at the inn in Euraio (p.178)
The Tower of Heroes Kingcross Navi		Storm the garrison!	○							—
Rignator Garrison (1) Small talk		Bad idea	○			○	○			That doll looks like it could sell for a high price or something Beryl Ines [70] No change, like stealing the military secrets or something
Rignator Garrison (1) Small talk		Ines's secret	○		○		○			—
Rignator Garrison (1) Small talk		I'm worried about Kohaku	○		○	○				Yeah, let's hurry!: No change With Ines here, there's nothing to worry about Shing ⇔ Hisui [30]、Shing ⇔ Peril [30], Hisuiペル [70]
Rignator Garrison (1) Small Talk		Letter recipient	○		○				○	—
Rignator Garrison (1) Small Talk		That meaning is 2	○		○	○				—
Rignator Garrison (1) 6 Navi		To join up							○	—
Dowsmore Back Road START Navi		Before arriving at the imperial capital		○						If you are in the Dowsmore Back Road (P.190) without having cleared 052 "Let's Disguise" (P.292)
Dowsmore Back Road	Main	Mysterious man Kuntzait		○	○		○			—
Dowsmore Back Road 3	Small talk	I want a younger sister	○		○			○		Was Kohaku also cute after all?: Shing ⇔ Hisui [30] ..... Umm, no change
Dowsmore Back Road 10	Inn	Solve the mystery	○		○		○	○	○	Stay at an inn in one of the following: Kynos (P.144), Henzera (P.153), Estrega (P.167), Sharlow (P.171) Shing ⇔ Hisui [20] Kuntz ⇔ Galad [70]
Start Calcedony's Spell maze	Main: Four-armed Monster				○			○		—
Calcedony's Spellmaze 2	Small talk	Contents of the wanted poster	○	○	○	○	○		○	Then Beryl should read it: Kohaku⇔Beryl [30], Kohaku Ines [70], Beryl⇔Ines [30] Hmm, then fine—no change
The Imperial Capital Sewers (1) START	Small talk	The Sewer Ghost Story				○	○	○	○	Located in the Imperial Capital Sewers (P.197)
Imperial Capital Sewers (1) 3	Main	Characteristics of the Crystal People	○				○	○		So where is the body? No change It's emerald hair, right?: Ines⇔Kunts [70]
Imperial Capital Sewers (1) 3	Small talk	Kohaku, angry	○	○	○					Try asking the reason: Kohaku⇔Hisui [70] Let sleeping Kohaku lie—no change
The Imperial Capital Sewers (1) 3	Miscellaneous Talk	Extremely Large	○	○	○	○	○	○	○	—
The Imperial Capital Sewers (1) 3		What is Soma Geijutsu?				○		○		Beryl and Kunzite's Soma Link reaches ★4 or higher

<Skit Data (cont.)

Start timing	Type	Skit title	Required characters (Shikohibeikukaga)	Trigger Conditions Choices • Changes in Soma Link
Imperial Capital Sewers (1) 3	Nav	Chase Chalcedony	00	—
Sheherazade Desert START	Small talk	Distress 3 Stranded	○ ○ ○	Located in the Sheherah Desert (P.200) No unnecessary reports needed! No change Give me more accurate information! Hisui Kunts [20]
Sheherah Desert START	Small talk	Distress 2	○ ○ ○	Located in the Sheherah Desert (P.200) It can't be helped in this situation. No change Isn't that fine? Beryl Ines [30]
Sheherah Desert START	Small talk	Secret function unlocked	○ ○ ○	Skits: Watching "Distress 1", Sheherah Desert located on (P.200)
Sheherah Desert START	Cooking	Dessert in the desert	○ ○ ○ ○	At the Sheherah Desert (p.200), Galad makes "strawberry ice cream"
Sheherah Desert 1	Main	I wonder if it's okay...	○ ○	—
Sheherah Desert 1	Nav	Aim for the oasis	○	—
Sheherah Desert 1	Main	That light is...	○ ○	Shing ⇔ Kohaku [20]
Sheherah Desert 7	Main	Don't link!	○ ○ ○	—
Sheherah Desert 7	Main	Kohaku's smile	○ ○ ○	—
Sheherah Desert 7	Small talk	Wonderful feature	○ ○ ○	Have them do it! Kohaku ⇔ Kuntsu [140] You better not... no change
Sheherah Desert 7	Nav	The Holy Capital is further north	○ ○	—
Planseul 3	Main	The real lie	○ ○	...Even so, lying is not allowed. No change Is Ines okay?: Shing ⇔ Ines [60]
Plancour 3	Cooking	I messed up	○ ○ ○	Kunzite failed at making "curry rice" Beryl Kunz [30]
Plancour Lo	Nav	Santex Cathedral	○ ○	—
Sanctes Cathedral START	Main	Cathedral Trap	○ ○ ○ ○	Located at Sanctes Cathedral (p.207)
Sanctes Cathedral D	Main	Joint Front	○ ○ ○ ○	—
Santex Cathedral 8	Main	Distorted World	○ ○ ○	Ask Ines: Shing ⇔ Ines [40] Ask Kunzite: Shing ⇔ Kunz [40]
Santex Cathedral 11	Main	Reassuring	○ ○	Don't be so distant! Shing ⇔ Kalsedony [30] Well then, immediately... no change
Santex Cathedral 11	Main	I'm counting on you	○ ○ ○	—
Santex Cathedral 11	Cooking	Cooking Skill 1	○ ○ ○ ○ ○ ○ ○ ○	Kalsedony cooks Karse ⇔ Everyone [20]
West Marquis 港 2	Nav	Hurry to the ship!	○	—
West Marquis Por 5	Main	That was a good move	○ ○ ○	Not at all, Shing Ines [30], Shing Garad [60] Ines Garad [250] I have no idea about that, Shing⇔Ines [30], Shing⇔Garad [70] Ines Garad [240]
West Marquis 港 5	Small talk	A person of note?	○○	Kalsegarad [70]
West Marquis 港 5	Small talk	Together with Ines	○ ○ ○	Yeah, just a little Shinginess [80] Completely fine, no change at all
West Marquis 港 6	Inn	Doesn't wake up	○ ○ ○	Stay at an inn other than Scheherazade Desert, Wandariel, or Rapunzel
West Marquis 港 6	Inn	Hang in there Kalsedony 10	○ ○	Sheherah Desert · Reve · Blanche · Norkin · Wan Stay at any inn except Daridel Rapunzel
West Marquis B	Main	Location of Ten Billion Gald	○ ○ ○	—
Rignator Garrison (2) START	Main	Find Kohaku	○ ○ ○	—
Rignator Garrison (2) START	Main	Out of the League	○ ○ ○	Didn't Calsedony know either? Shing ⇔ Calse [20] Ines ⇔ Calse [70] Then, what do you know? Ines ⇔ Calse [50]
Rignator Garrison (2) START	Nav	Rescue Kohaku	○ ○ ○	—
Rignator Garrison (2) 2	Main	Hope for Awakening	○ ○ ○ ○	—
Rignator Garrison (2) 2	Main	Galado's Past	○ ○	Thank you for telling me, Shing⇔Galado [60] Sorry if I made you talk: Shing⇔Galado [70]

Start Period	Type: Skit Title		Required characters: Shikohibeikukaga	Trigger conditions, choices, and changes to Soma Links
Lignator Garrison (2) 3	Main: That Shing from earlier...		○ ○	—
Lignator Garrison (2) 3	Main: Kunzite's Smile		○ ○ ○	—
Lignator Garrison (2) 3	Cooking: No bananas!		○ ○ ○ ○ ○ ○	○ Shing fails at making a "choco-banana crepe
Mobile Crystal Castle Sandrion (1) START	Soma: Occupation		○ ○○ 0	" Soma Links of Shing, Beryl, Ines, and Kunzite a ll reach ★4 or higher
Mobile Crystal Castle Sandrion (1) START	Soma Troubled Chalcedony		○ ○	Chalcedony and Galad's Soma Links reach ★4 or high er
Mobile Crystal Castle Sandrion (1) 3	Main Not Human		○ ○	—
Mobile Crystal Castle Sandrion (1) 3	Main Cure the Deathville Disease		○ ○	—
Mobile Crystal Castle Sandrion (1) 3	Nav Anyway, to Henzerah		○	—
Mobile Crystal Castle Sandrion (1) 5	Main Cheer Up!		○ ○	Well then, about Kohaku's recovery celebration... no change Hit them once! Shing⇔Hisui 【60】
Mobile Crystal Castle Sandrion (1) 5	雑談	To be honest.....	○ ○ ○ ○	Did you want to be with Ines? Shing Garad 【50】. Hisui Garad 【50】. Beryl Garad [70] Could it still be about the Deathville disease? Shing Garad 【60】. Hisui Garad 【60】, Beryl Garad[50]
Mobile Crystal Castle Sandrion (1) 5	Nav	The presence is coming from the south.....	○ ○	—
Seminavitz Port START	Nav	Kohaku's presence is.....	○ ○	—
Seminavitz Port 3	[Cooking	Vegetable nightmare	○ ○	Watching the skit "Cooking Skill 1" (P.410), ka Rusedony fails at making "stir-fried vegetables"
Seminavitts Port 4	Main	The worst atmosphere	○ ○ ○ ○ ○ ○	—
Zirconia's Spill Maze 2	Small talk	What will happen	○ ○ ○	I won't get lost! Shing⇔Kalse [50]. Shing Galad [50] KalseGalad [100] It's fine because Kohaku is with me Kalse⇔Galad [200]
Zirconia's Spill Maze 2	Small talk	Working Chalcedony	○ ○ ○	As expected, warehouse cleaning suits you, Shing Hisui [20] Yeah, I think customer service is difficult, Bisui⇔Kalse [70]
Zirconia's Spill Maze 2	Small talk	The two worlds banned 0000		Hisu'i Beryl [130]
Zirconia's Sbudil Maze 2	Soma Smiles are best!		○ ○ ○	Kohaku, Kalsedony, and Galad's Soma Link must be ★4 or higher
Zirconia's Spill Maze 2	Navi, let's meet up!		○ ○	—
Zirconia's Spilmace 7	Main	Nice to meet you	○	Litia is accompanying
Zirconia's Spilmace 7	雑談	An unbreakable bond	○	Were you planning to meet up with Ines? Shing Galard [50] I wonder if a bond will form with Galard too? Shing Galard [60]
Zirconia's Spilmace 7	Cooking	Feeling ○○	○ ○ ○ ○ ○	○○ Litia is accompanying, and someone makes "stir-fried vegetables"
Zirconia's Spilmace 7	Cooking	Size of the hamburger steak	○ ○ ○	Litia is accompanying, and someone makes "hamburger steak"
Zirconia's Spilmace 7	Soma Opening Days / Daily Peace (Soma Kaigyo Hibi Nei-nichi)			Hisui and Ines' Soma Link reaches ★4 or higher
South Old Mine Port START	Small talk	That Chalcedony Guy	○	Yeah, that's right... no change No, that's not it. I'm happy, Shingarad [30]
South Old Mine Port START	Nav	Hurry to the imperial capital	○ ○	—
South Old Mine Port 1	Inn	Misodzuke	○ ○ ○	Watch the skit "Bad with Vegetables" (P.407), then sta y at an inn other than the Sheherah Desert, Wandari del, or Rapunzel Kohaku Beryl [40]
South Old Mine Port 1	Inn	For colds	○ ○ ○	Stay at an inn other than the Sheherah Desert, Wandar idel, or Rapunzel Kohaku Beryl [30]
South Old Mine Port 2	Small talk	Peridot is.....	○ ○ ○	As I thought, not good! Kohaku Beryl [30] He's a good guy! No change

Miscellaneous

<Skit Data (continued)

Start timing	Type	Skit title	Required characters: Shikohibeikukaga	Trigger conditions, choices, and changes to Soma Links
South Old Mine Port 2	Navigation	How to invade the imperial capital		—
South Old Mine Port 4	Navigation	Find a ship!		—
Imperial Capital Underground Sewers (2) START	Small talk	Fall or drown	○ ○	—
Imperial Capital Underground Sewers (2) START	Nav	Teach the Crystal Knight	○ ○	—
Imperial Capital Sewers (2)3	Small talk	Shing and Karu	○ ○	Shing⇔Karse 【30】
Imperial Capital Sewers (2)3	Small talk	Karu and Vairox	○ ○	—
Imperial Capital Sewers (2)	Small talk	Karu and Peridot	○ ○ ○	—
Imperial Capital Sewers (2)3	Small talk	Hey, Lord Karu	○ ○ ○ ○	They're the kind to confess, right? No change They're lovey-dovey, right? Beryl Ines [30]
Imperial Capital Sewers (2)3	Inn	Deadly Battle! Pillow Fight	○ ○ ○ ○ ○	Ritia is accompanying; stay at an inn other than the Sheherah Desert - Wandaridel Rapunzel
Imperial Capital Underground Sewers (2)	Nav	o your best, Karsedony 2	○	Pyrox is accompanying; while watching the skit "Ganbaru Chalcedony 1" (P.410), stay at an inn other than the Sheherah Desert - Wandaridel Rapunzel
Imperial Capital Underground Sewers (2)3	Small talk	s feelings connected by a handkerchief	○	Peridot is accompanying; stay at an inn other than the Sheherah Wandaridel Rapunzel
Imperial Capital Underground Sewers (2)3	Small talk	Peridot's Diary 1	○	Stay at an inn other than the Wandaridel Rapunzel while Peridot is accompanying you
"Imperial Capital Underground Sewers (2)3	Small talk	About food expenses	○ ○	Ritcia is accompanying us, and someone is cooking
"Imperial Capital Underground Sewers (2)3	Small talk	ng Chalcedony		00 Be on the field where the Calcedony and Galad somal
Imperial Capital Underground Sewers (2)4	Small talk	of Plansule		ink are ★4 or higher
North Marquis Port START	Small talk	Cool goggles	○ ○ ○ ○	How much would that cost? Shing⇔Kohaku [20], Shing⇔Ines [20], Kohaku⇔Ines [50] After all, you have to carry something good: Kohaku Ines [90]
North Marquis Port START	Nav	Cross Mount Raimei	○ ○	—
北 Marquis 港 3	Main	Believe in safety	○ ○ ○ ○	Because Ritcia is with us: Kohaku⇔Ines [40] Because you're with Kuntsite, no change
North Marqui 港 3	Nav	Downstream	○ ○	—
North Marquis Port 13	Main: Golem Class		○ ○ ○	You have courage, don't you! No change You've got extra hands! Ines ⇔ Kunts [150]
North Marqu 港 13	Main	Reunion, Lichia	○	—
North Marquis 港 13	Cooking	Culinary Training	○○○	Watching the skit "Cooking Skill 1" (P.410), Kuntsite cooks Kunts ⇔ Karse [70]
Blanc START	Small talk	Bai's Shop	○ ○ ○	Hisu'i ⇔ Ines [70]
Branju 7	Inn	Cheating Is a Piece of Cake	○ ○	Stay at an inn other than Scheherazade Desert, Wandaridel, or Rapunzel ○○○shing Kunts [40], Hisu-i Kunts [40], Kunts ⇔ Karse [70], Kunts ⇔ Garad [70]
Blanc 7	Cooking	Maiden Parfait	○ ○ ○ ○ ○	Garad makes a "Fruit Parfait" Berylgarad [140]
Blanc B	Main	Me and I	○ ○	—
Branju B	Inn	Vairox's Cooking	○ ○ ○ ○ ○ ○ ○ ○	Ritia accompanies; watch the skit "Cooking Skills 1" (p.410), and stay at an inn other than Scheher Desert, Wandaridel, Rabuntzel. Everyone Everyone [80]
Branju B	Inn	Hiccup	○ ○ ○ ○ ○ ○○○	With Ritia accompanying you, stay at an inn other than the Scheherazade · Rapunzel All ⇔ All [30]
Branju B	Inn	Go to the Toilet	○ ○	When Richea is accompanying you, stay at an inn other than Shehera Desert, Norquin, Wandaridel, or Rapunzel
Branju 8	Inn: Kuntzait and a Cold		○ ○ ○ ○	Stay at an inn other than Scheherazade Desert, Wandaridel, or Rapunzel Shingle Kunts [40], Kohaku Kunts [30] Hisui Kunts [30]
Spirumaizro of the Sinhara picture	Main	Everyone, gather!	○ ○ ○	Everyone Everyone [70]

Start timing	Type: Skit Title		Required characters Shikohibeikukaga								Trigger conditions, choices, changes in Soul (Soma) Link
Spirumaizro of the Sinhara pictu	Small talk	Grandfather's memories	○			○		○			On the field Master Arago looked similar, so Shing ⇔ Beryl [140] Helio looked similar, so Shing ⇔ Kuntz [140]
re Spirumaiz of the Sinhara pictre	Small talk	Cheerful Beryl	○	○	○	○		○			—
Spirumaizro of the Sinhara pictu	Zayan	Condition of the fur	○			○		○			—
re Spirumaiz of the Sinhara pictre	Inn	One night in Galard	○	○	○	○	○	○	○	○	Do not have Galad participate in battle 30 times, and stay at an inn other than Scheherazade Desert, Wandaridel, or Rapunzel
Spilmaze in Sinhara's painting	Inn	Home after a long time	○	○	○	○	○	○	ouse in Seaburu (P.142) All members All members [70]		With Litia accompanying, rest at the ○○ Sing's h
Spilmaze Ro in Sinhara's painting	Inn	A noisy day	○	○	○	○					Stay at the Henzera inn (P.153)
Spilmaze Su in Sinhara's painting	Cooking	Ines and Cooking 2	○	○	○	○	○	○	○	○	With Litia accompanying, watch the skit "Ines and Cooking 1" (P.408), during which Ines cooks
Sinhara's picture Subirumaiz (Sub maze)	[Cooking	Cooking Skill 2	○	○	○	○		○	○	○	With Pyrox accompanying, watch the skit "Cooking Training" (P.412); if cooking level is 20 or higher, Karsedony cooks Karse ⇔ All members [60]
Shinhara's Picture Spillmaze	Nav	Where is the hidden village? 00									—
Shinhara's Picture Spiru Maze Ro	Nav	Everyone's here, so	○								088 "The One Who Was Conveyed ~ Shing and Tecta" (P.294) while not having cleared it, being in the field
Picture of Sinhara's Spiru Maze	Nav	Invitation	○		○						093 "Furuere Spring" (P.294) cleared in the field while not in a state
Norkin (1) START	Main	Solitary Litia	○	○		○					I'm not lonely! Kohaku Beryl [90] It's still beautiful: no change
Nokequin (1) START	Small talk	The Servant's Hardship	○		○			○	○		At Nokequin (P.246) I might understand that feeling, Hisui Kuntsu [20] Could it be... no change
No-queen (1) START	Small Talk	Thanks to Lichia	○		○						I have to say thank you!: Shing Hisui [40] Cardiopulmonary resuscitation is, of course, a given!: no change
No-queen (1) START	Small Talk	Puni Puni Tapu Tapu				○	○	○			At Nokequin (P.246)
No-queen (1) START	Cooking	So cold, so cold!	○	○	○	○	○	Someone ○○○			When Ritia is accompanying, who at Noquin (P.246) makes "strawberry ice cream" Everyone ⇔ Everyone [70]
No-queen (1) START	Cooking	Miso-san	○	○	○						Shing fails at making "miso dengaku"
No-queen (1) START	Cooking	Kohaku soup	○	○	○	○					Kohaku makes "miso soup"
No-queen (1) START	Cooking	Miso Oden	○	○	○	○	○	○	○ ○ makes		Rithia is accompanying, and Kohaku is eating "miso oden" Everyone Everyone [80]
No-queen (1) START	Nav	Location of the Giant Thought Stone	○								—
No-queen (2) START	Main	Ines's Determination		○		○	○			○	Kohaku⇔Ines [100] Beryl ⇔ Ines [130] Ines Galado [140]
Norkuin (2) 2	Main	Flora's Legacy						○			—
Noquin (2) 2	Small talk	Rithia's Worries			○			○			Litia is accompanying Jade Kuntz [30]
Norkuin (2) 2	Small Talk	Kohaku's Accent	○	○	○						—
Noquin (2) 2	Small Talk	What should I call you?	○						○	○	—
Norkuin (2) 2	Inn	Snowball Fight	○	○	○	○	○	○	○○cho's house		Ritia accompanies them and stays at the village chief's house in Nokein (All members All members [90]
Noquin (2) 2	Inn	Inspired Ritia									Lithia is accompanying you and you stay at an in n other than the Wandaridel Rapunzel
Noquin (2) 2	Cooking	Feelings of gratitude			○						Ritia accompanies you, and you watch the skit "Ritia's Sudden Inspirat ...and Hisui cooks the food
Noquin (2) 2	Cooking	Cook with Soma	○	○	○	○	○	○	○	○	Ritcia is accompanying us, and someone is cooking All ⇔ All [40]
Norkuin (2) 2	Which Soma is the strongest?		○		○			○	○	○	Shing Hisui Kuntzait Kalsedony Galad All of the Soma Links reach ★4 or higher

<Skit Data (continued)

Start timing	Type	Skit title	Required characters: Shikohibeikukaga	Trigger conditions, choices, and changes to Soma Links
Noquin (2) 2		What about Soma's future?		With Rithia accompanying, Kohaku, Ines, and Beryl's Soma Links all reach ★4 or higher
Noquin (2) 2		Souma Reflects on Their Meeting		Shing and Kohaku's Soma Links reach ★4 or higher
Noquin (2) 2	Nav	In Search of the Pendant		—
Noquin (2) 4	Cooking	Enchanting Peach Pie		With Rithia accompanying, Kunzite makes "Peach Pie" Kohaku Kunz [140] Beryl Kunz [140] Ines ⇔ Kuntz [200]
Noquin (2) 4	Cooking	Messy eater		Someone makes a "peach pie" Beryl ⇄ Kuntz [30]
Noquin (2) 10		Main: Chalcedony rampage		Shing ⇔ Kalsedony [30] Kohaku Kalsedony [250], Jade Kalsedony [140] Kalsedony ⇔ Galad [120]
Noquin (2) 10	Cooking	Omelette rice incident		Ricia accompanies them, and Shing makes an "omelette rice" Make Everyone Everyone [20]
Noquin (2) 11	Small talk	Preference for younger?		Is that so!?: Beryl Kuntz [30] No, that's not right!? No change
Max Castle 5	Main	Chalcedony's Confession		Shing ⇔ Karse [80]
Max Castle 5	Small talk	Super Big! 2		—
Max Castle 5	Nav	Reported Sighting of the Purgatory Dragon		Litia is accompanying
Max Castle 6	[Cooking	Preference / Obsession		Hisui makes "roast chicken"
Maxs Castlefield		Main: Grandpa's Avenger		The Shing ⇔ Karse I wanted to avenge [20] Thank you for avenging me: Shing ⇔ Karse [30]
Maxs Castlefield	Small talk	Ines the Strong		That chest is "mysterious"! Beryl Kunts [30] Ines is a clockwork person! No change
Maxus Castle Nation	Small talk	Faction Conflict		Kohaku is the cutest! Shing ⇔ Kunts [201 Rithia is the cutest! Shing ⇔ Kunts [201 Marin is the cutest! Shing ⇔ Kunts [20]
Around Maxus Castle	Small Talk	That Taste Is 2		—
Maxs Castlefield		To Navivamel Volcano		—
Bamel Volcano START		Main: Scorching Forced March		Located in Vamel Volcano (p.261) (from MAP2 onward)
Bamel Volcano START	Small Talk	Distressed Hisui		Hisui Ines 【250】
Bamel Volcano START	Small Talk	Hisui's Soma 1		Located in Vamel Volcano (p.260)
Bamel Volcano START	Small Talk	Secret Function Unlock 2		—
Bamel Volcano START	Small Talk	Hot Place		Located in Vamel Volcano (p.260)
Bamel Volcano START	Cooking	Hot		When Ritia is accompanying and at Bamel Volcano (P.260), Kunzite makes a When Ritia is accompanying and at Bamel Volcano (P.260), Kunzite makes a
Bamel Volcanic Crater		Main Assault: Sandrion!		Riding on Lianheit
Vamel Volcano 8	Small talk	Express! Lianheit Service		Riding on Lianheit
Mel 8	Small talk	Kohaku and Lianheit		Riding on Lianheit
Bamel Volcanic Crater	Cooking	Braised Pork		Shing makes "Active-ta Braised Pork"
Vamel Volcano 9	Cooking	Objective Confirmation		Ritia is accompanying, and Kunzite makes "miso pud ding"
Mobile Crystal Sandrion (2) START	Main	"Thorn Forest" Plan		At Mobile Crystal Castle Sandrion (P.266)
Mobile Crystal Castle Sandrion (2) START		Main: Worrying about Ritia		At Mobile Crystal Castle Sandrion (P.266) Hisui Kunz [80]
Mobile Crystal Castle Sandrion (2) START	Small talk	Hisui's Soma 2		Watching the skit "Hisui no Soma 1", mechanized bond In Crystal City Sandrion (p.266) No, let's hurry on! No change All right, let's have you try it! No change
Crystal Realm START	Main	Crystal World		In the Crystal Realm (p.270)
Crystal Realm START	Main	Fall to the moon		In the Crystal Realm (p.270)
Crystal Realm START	Small talk	Kohaku's feet		I wondered if she wasn't cold: Kohaku Ines [80] I thought she was thin. No change

Start timing	Type: Skit Title		Required characters								Trigger conditions, choices, and changes to Soma Links
			Shikohivega								
Crystal Realm Nation	Inn	Quiet World	00000000 Stay at the Wandaridel Inn (p.271)								
結晶界3	Main: Flora and Seraph		○			○		○			They're such a kind person: Shing ⇔ Beryl [60], Shing ⇔ Kunts [60] Beryl Kunts [60] They're such a strong person — no change
Ketsuhiki	Small talk	Capital of the Crystal People	○		○	○		○			—
Crystal World	Small talk	Shing's hobbies	○	○			○				I'm totally fine!: Shing ⇔ Kohaku [30] Maybe you were lonely after all?: Kohaku ⇔ Ines [80]
Hope Tower Jackseed START	Main: Incarose's Anguish		○				○	○			Located at Hope Tower Jackseed (p.272)
Hope Tower Jackseed START	Nav	"Aim for the tower rooftop"			○			○			—
Rapunzel START	Main: Standing in Gardenia		○	○							Located at Rapunzel (p.276)
Rapunzel START	Chat: Expiration Date		○				○	○			Possess at least one of every ingredient
Rapunzel START	Small talk	Sinking Crystal Person	○		○	○	○				Licia is accompanying Ritia's swimming is amazing, isn't it: no change Actually.....? Hisui Beryl [70] Hisui⇔Ines [70] Beryl⇔Ines [70]
Rapunzel START	Inn	Can't sleep			○						With Ritia accompanying, stay at the Wandaridel inn (p.271)
Rapunzel START	Cooking	Miso-grilled rice ball	○	○	○	○	○	○	○	○	Kohaku makes "S miso-grilled rice balls"
Rapunzel START	Cooking	Taste of tri-color pizza	○	○	○	○	○	○	○	○	Ritia is accompanying, and Ines makes a "Three-Color Pizza" Everyone Everyone [80]
Rapunzel START	[Cooking	Kira-kira Kunzite ○○						○			Kunzite makes "Tempura"
Rapunzel START	[Cooking	Fighting over meat	○	○	○	○	○	○	○	○	Ritia is accompanying, and someone makes "Sukiyaki" Everyone Everyone [70]
Rapunzel START	Cooking	Beloved Pudding à la Mode	○	○	○	○	○	○	○	○	Someone makes "pudding à la mode" Karse ⇔ Everyone [40]
Rapunzel 2	Small talk	Kohaku's Hobby	○	○							***** Is it interesting?: Shing Kohaku [30] Let's do it together! No change
Rapunzel 2	Small talk	Consult Kunzite 00						○			Watching Skit "That Taste 2" (P.414) Any problem? Kohaku ⇔ Kuntz [70] Is there a problem? No change
Rapunzel 2	Small talk	Consulting Shing	○	○	○	○	○	○	○	○	Watching Skit "Consulting Kuntzite" I don't dislike it! Shing ⇔ Kohaku [70] I kind of dislike it... Everyone Everyone [70]
Rapunzel 2	Small talk	Ines's Appetite	○		○		○	○			It's a stomach, right?: Hisui Ines [70] Could it be, the chest...!? Hisui Kuntsu[70]
Rapunzel 3	Inn	Wish Upon a Star	○○○○ 000 0 Stay at an inn								Ritia is accompanying, and Rapunzel (P.277)'s Everyone Everyone [80]
Salvation System・Gardenia START	Soma Before the Final Battle ~ Promise of the Future ○○										Shing Kohaku Ines · All of Beryl's Somas Links become ★4 or higher
Salvation System・Gardenia START	Soma Before the Final Battle ~ Oath of Smiles ○						○				Ritia is accompanying, and all of Hisui and Kunzite's Somas Links become ★4 or higher
Salvation System・Gardenia START	Soma The End of the Journey								○	○	All of Chalcedony and Galad's Somas Links become ★4 or higher

Skits Player Index

Index compatible with "Skit Player"

Post the skits. This way you can look for skits you haven't seen. Then, check the conditions on the referenced page.

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Inn

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Cooking

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Post-battle Exchange Dialogue

TALK DATA

When certain conditions are met, characters may start exchanging banter on the results screen. The following introduces those conditions and their contents.

How to read the page

① This is our...

From the Mobile Crystal Castle Sandrion START
③3/ With Sing and Kohaku's combined secret arcane at "Rin
Tensho," Sing delivers the finishing blow

Shing	This Is Our
Shing	4 Powers! (Simultaneous)
Kohaku	It's Power! (Simultaneous)

Title
Title of the banter.

② Participating Characters
Characters who participate in the battle.

Conditions
Conditions to view the banter. 1 Is flowchart number, 001 is Indicates the sub-event number.

4 Content
Content of the banter. Note that when other characters and Kyanthony (Kalsedony) or Kunzite speak simultaneously, they are abbreviated as "○○○ & Cal" or "○○○ & Kunz".

This Is Our

条件 Mobilized Crystal Sandrion START — then Shing and Kohaku's combined secret arcane at "Tensho" with Shing delivering the finishing blow

Shing: This is our	
Shing power! (simultaneous)	
Kohaku: It's power! (simultaneous)	

Don't be reckless

条件 From Mobile Crystal Castle Sandrion START onward/If Shing's HP is 25% or below, and Kohaku's HP is 60% or above

Shing	Hah..... hah... · · ·
Kohaku	Shing, are you okay.....?
Shing	"I'm fine! Ouch ouch..."
Kohaku	Don't do anything reckless, okay?

If the two of us are together

条件 After Zirconia's Spellmaze Shing and Kohaku's Soul Link item reaches a certain level

Kohaku	We can't afford to lose!
Shing	So we'll push forward no matter what!
Shing & Kohaku together!	

Team-up Victory 1

条件 Since Zirkonia's Spilmaze, hit count is 50 or more

Kohaku	That was a great combo just now!
Shing	Let's keep this up and head to Gandoco!

Infinite Bonds

条件 Located in the Salvation System Gardenia

Shing	No matter how strong Zerom is.....
Kohaku	The power of our bonds is one
Shing & Kohaku Can't be stopped!	

You sea idiot

条件 Mobile Settlement Castle Sandrion START and after / background during battle is a sandy beach

Hisui, you sea idiot!!	
Shing	You hate the sea, don't you.....
Kohaku	Could it be because of me?

Zeroem Annihilation 1

条件 Noquin (from 2) onward/ The enemy is of the Zeroem species

Shing: Our Spiria is	
Jade. We won't	
Kohaku: \"lose to Zeroem!\"	

It's cold, so cold!

条件 The battle background is a snowy field

Shing	Ugh, it's cold, cold!
Hisui	Endure it!
Kohaku	Holding hands feels warm, you know?
Shing	う、うん……
Hisui, I won't allow that!	

Swimsuits and Beasts

条件 Shing, Kohaku Hisui wearing swimsuit-style outfits

Kohaku	It's decided!
Shing	Y-yeah..!
Hisui	Hey you, what are you staring at Kohaku's swimsuit for?
Kohaku	Huh!?
Shing	I-I didn't! I didn't do it!!
Kohaku	Beast...
Shing	Gah.....

Cheer

条件 Shing, Kohaku, Hisui are wearing DLC idol-style costumes

Shing	Everyone's cheers are
Kohaku	Our!
Hisui	Our!
Everyone	We'll be of help!

Our bond

条件 No Queen (from 2)2 onward

Shing	Our bond is
Kohaku	No matter what difficulties I face
Hisui	No matter what hardships lie ahead
Beryl	I absolutely won't break, you know♪

Battle 1 in the desert/volcano

条件 Article: Sheherah Desert, or at Bamel Volcano located in

Chalcedony	It's hot.....
Shing	That's true
Hisui	Isn't it going to cool down soon?
Kohaku	I don't think we can do it here.....
Everyone	はぁ……

Improper socializing with the opposite sex

条件 Shing, Kohaku, Hisui, Chalcedony Onee wears the DLC school outfit

Kohaku	Shing, hey …… I……
Shing	Y-yeah.....
Hisui	Improper relations between unmarried men and women are prohibited!
Chalcedony	hey, don't steal my line!

Scared

条件 To Rignator Garrison (P) item

Kohaku	That was scary.....
Shing	I'm sorry for frightening you.
Beryl	It's okay now — the enemies are gone.
Kohaku	うん……

Humble self-praise

条件 From Mobile Crystal Item Sandrion START onward / battle time within 10 seconds / no party members incapacitated

Shing	With such power, we can't be stopped!
Beryl	Isn't that a bit self-congratulatory?
Kohaku	Calling it miso... I'm delighted
Beryl	Kohaku — that wasn't a compliment, you know?

Impossible to clear one's mind

条件 I am at Vamel Volcano

Shing	If you clear your mind
Kohaku	fire is also
Beryl	not cool at all!
	It's Shing & Kohaku, right...?

Wow when you take it off!?

条件 I am at Vamel Volcano

Kohaku	It's hot. Makes me want to take it off.....
Beryl	Kohaku is amazing when she takes it off♪
Shing	What!?
Beryl	Gufufu, you imagined it, didn't you?
Kohaku	…… Beast ……

Our weapons are 1

条件 Mobile Crystal Sandrion From START on

Ines	Our weapons are love and!
Kohaku	"Courage and!
Beryl	Hope!
Shing	I won't lose to anyone with this!

Bokomekyo♪ 1

条件 Mobile Crystal Sandrion After START

Beryl	The enemies that block our path are...!
Kohaku	Beat to a pulp
Ines	I'll smash you to pieces (Heart)
Shing	... Reliable, aren't they...

Our Soma 1

条件 Sandrion Mobile Unit START Battle time within 10 seconds / No ally incapacitated

Kohaku	Our soma is!
Shing	A sword!
Beryl	A brush!
Kunzite	These arms do
Kohaku	Huh? ……

Unwavering Spiria

条件 From Noquin (P) onward

Chalcedony	A resolute Spiralia
Shing	becomes a power
Beryl	stronger than
Kohaku	any weapon!

I won't lose! 1

条件 At Mount Raimei, Bremen

Shing	Unbeaten by rain!
Kohaku	Unbeaten by thunder!
Beryl	I might lose...
Chalcedony	Don't give up!

I won't lose!2

条件 雷雨 At Yamaburēme

Shing	Unbeaten by rain!
Kohaku	Unbeaten by thunder!
Beryl	I might lose...
Garad	Don't forget that if you lose, it's over, okay?

Our Soma 2

条件 Mobile Crystal Castle Sandrion START and beyond / Within 10 seconds / In battle / No party members have become incapacitated.

Kohaku	Our soma is!
Ines	Big and
Chalcedony	sharp
Shing	and strong!

I'll take that line

条件 "Victory to Barai-ba" (P.427) Already occurred

Shing	Th-this victory is for Kohaku...!
Kohaku	For me...?
Shing	Um, well... um.....
Chalcedony	It's pathetic to be unable to decide at an important moment
Ines	"Hehe. Let's watch for now"

Snowfield Swimsuit 1

条件 Shing, Kohaku, Ines, Garad Wearing swimsuit-type outfits/ The battle background is a snowy field

Shing	Why are we dressed like this?
Garad	Well, who knows...
Ines	At this rate we'll freeze, won't we?
Kohaku	I want something warm to eat...
Everyone	うぅ……

Trace of the gaze

条件 Clause: Shing, Kohaku, Ines are wearing DLC academy-style outfits

Kunzite	Shing, your focus is all over the place.
Shing	Even if you say that.....
Kohaku	What's wrong? Are you hurt somewhere?
Shing	No, it's Kohaku. …… I'm curious...
Kohaku	No, I don't want that. Shing... geez...
Kunzait	I'll keep the trail of Shing's gaze to my own heart.

Don't get in the way!

条件 At Maks Castle

Chalcedony	Don't get in my way!!
Kohaku	Chalcedony....
Shing	Let's hurry ahead!

Still hasn't acknowledged Shing

条件 To Lagos Stalagmite Cave / Shing stabs Todoken Me

Shing	Yay!
Hisui	Stop dawdling and let's go

Tribass's monsters

条件 Between Twilight Forest START / In the Twilight Forest location

Hisui	Damn, they're all hard to fight
Shing	We have to be careful, you know.
Hisui	I know that even if you don't tell me.

Save Kohaku! 17

条件: To Rignator Garrison (2)/Condition: Shing and Hisui's HP below 25%

Hisui: I can't let you fall.
Shing: We're going to restore Kohaku!

Beginning to acknowledge Shing

条件: From Lagos Stalactite Cave onward / Shing stabs the item Dome

Hisui: Not bad at all!
Shing: Especially you, Hisui!

Confrontation 1

条件: Hero's Tower Kingcross START~ Up to Hero's Tower Kingcross / At Hero's Tower Kingcross

Hisui: Hah! How's that, Shing!
Shing: Not yet, Hisui
Hisui: ※I don't want to hear that from you

Shing Hisui Victory

条件: Salvage Items: Noquine (2) / From Here On

HISUI: Don't you dare get in our way!
SHING: If you interfere, I won't show any mercy!

The bond between SHING and HISUI

条件: After No Queen (2) / If SHING and HISUI's Soma Link is above a certain level

HISUI: No matter how heavy it is
SHING: If it's us, we can handle it
SHING & HISUI: Can carry it on one's back!

Fist and youth

条件: Shing Hisui wearing DLC school-style outfit Item

Hisui: People I can't understand
Shing will speak thoroughly with his fists until we understand each other!

Kohaku's Wish

条件: Shing Hisui wearing the DLC butler & maid outfits

Hisui: Don't think your wishes will come true!
What is Shing Kohaku's wish?
Hisui: Of course we'll make it come true!

Lightly sweet 1

条件: Fish: —

Beryl: Too easy!
Hisui: Sweet!
Shing: You're such an easy sweetie!

Echo

条件: Be at the Trembling Mountain Grim

Beryl: Yahoo!
Shing: Echo? At the mountain... Huh! If you chant it, does the effect double!?
Hisui: That can't be right

Confrontation 2

条件: Hero's Tower Kingcross START~ Up to Hero's Tower Kingcross / At Hero's Tower Kingcross

Shing: Hehe, Hisui, how is it!
Hisui: Heh, not even close yet!
Beryl: They're both the same

Super~~~struggling!

条件: Battle time exceeded 60 seconds / A party member became incapacitated

Shing: Ugh, that was tough
Beryl: I'm totally hopeless and in tears····
Hisui: ……Stop, you'll lose even more strength.

Nice fight!! 1

条件: Battle time under 61 seconds Condition

Shing: That felt pretty good just now, didn't it?
Hisui: Well, it was better than usual.
Beryl: My artistic side just exploded!
Ines: Yeah, that was quite the coordination.

Unfinished line 1

条件: After Noquinn (2) / Beryl's condition: HP 25% or below, Shing, Hisui, item Chalcedony HP 60% or above

Shing: Our progress
Hisui: Try to stop us if you can
Chalcedony: Stop me if you can!
Beryl: Ugh. I'm so tired I can't walk anymore.
Except Beryl: Ha·····
Beryl: I'm tired, so it's unavoidable!

Our weapons are 2

条件: —

Shing: Our weapon is Soma!
Hisui: SOMA and
Beryl: ZOUMA, right!
Garad: That's not fair
Hisui: Old man, your mood's killing the vibe
Garad: You guys are just too good

Unfitting line 2

条件: —

Galard: This is as far as it goes, you villains
Hisui: What a thrilling line
Shing: Cool, Galard!
Beryl: Your zipper's fully open though
Garad: What—!?

Our weapon is the fist

条件: After Sheherah Desert

Shing: Our weapons are
Galard: experience and
Beryl: hot Spiria!
Hisui: And teamwork!

Beryl's Melancholy

条件: In the Sheherah Desert or Bamel Volcano area

Beryl: It's hot and my clothes are sticky.
Shing: Why don't you take your clothes off?
Hisui: Then just take them off, right?
Garad: Beryl's it turns into sweat.
Beryl: Hey! Treat me properly as a young lady!

I'll take mine off too!

条件: In the Sheherah Desert or Bamel Volcano area

Beryl: Phew. It's so hot, so hot—maybe I'll take mine off too?
Except Beryl: ·····
Beryl: Heyyy! Give me a reaction!

Stare Directly

条件: Shing, Hisui, and Beryl, Galard are wearing DLC swimsuit-type outfits

Beryl: Gufufu, you can't look me straight in the eye, can you?
Except Beryl: ·····
Beryl: L-Look this way!!

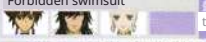
Amazing in two ways

条件: Ines delivers the finishing blow

Ines: Heh heh, it's scary when you make a woman angry.
Hisui: Amazing.....
Shing: You mustn't make Ines angry.

※ Occurring on Kunsait (Kunzite) and Chalcedony instead of Galad. However, Chalcedony only occurs when in the Sheherah Desert.

Forbidden swimsuit



条件: Shing, Hisui, and Ines wearing DLC swimsuit-type outfits

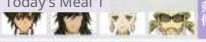
Ines	Oh my, why is everyone looking away?
Hisui	Well... um:..
Shing	I felt like I shouldn't look...
Ines	It seems it's still too early for you.

Snowfield Swimsuit 2

条件: Shing, Hisui, Ines, Kuntsai are wearing swimsuit-type outfits/ The battle background is a snowy field

Shing	Kunzite, it's nice that you don't seem cold.
Ines	I'm a little jealous of your mechanical body.
Hisui	Hey. Kunzite?
Kunzite	·····
Ines	Oh no, it's frozen solid!
Shing & Hisui	Eeehhh!!

Today's Meal 1



条件: —

Shing	Hmm...
Ines	It's rare to see you lost in thought.
Garad	Shing, are you troubled about something?
Shing	I was wondering what would be good for today's meal.
Hisui	Food, huh!

Musai Victory

条件: —

Shing	Cut it!
Hisui	Shoot through them!
Kunzait	Scatter them!

The Men on the Edge

条件: Battle time 60 seconds or more/ There were allies who fell in battle

Hisui	····· Hey, say something. ·····
Shing	.....Ugh. Impossible....
Kunzite	...I have absolutely no energy left.

2000 years old

条件: Clause: Shing, Hisui, and Kunzite are wearing the DLC butler & maid outfits

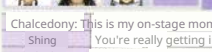
Kunzite	Welcome home, milady.
Shing	It looks so natural.
Hisui	Ah, the difference in experience is obvious.

Outfit check

条件: Shing, Hisui, Kunzite Karu Sedney are wearing DLC butler & maid-sty outfits

Kunzite	Battle end. Check for disarray in outfits
Shing	Ugh! There's a stain in a place like this!
Chalcedony	You're so slovenly.
Jade	You're the one with a button undone too.
Chalcedony	Wha... impossible!
Kunzite	Severe damage

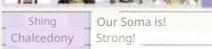
Lord Kar is totally into it



条件: Clause: Shing, Hisui, and Chalcedony are Condition: wearing DLC idol-type costumes

Chalcedony	This is my on-stage moment!
Shing	You're really getting into it.
Hisui	"He actually has that side to him, unexpectedly."

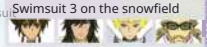
Our Soma 3



条件: Battle time within 10 seconds/ No allies were incapacitated in the battle

Shing	Our Soma is!
Chalcedony	Strong!
Hisui	So strong!!
Garad	Too strong!

Swimsuit 3 on the snowfield



条件: Shing, Hisui, Chalcedony Ga , Rad wearing swimsuit-type outfit/ The battle background is a snowy field

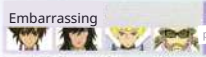
Hisui	Old man, you have a nice body.
Garad	Really? The feathered brother isn't bad either.
Chalcedony	Heh, I train every day, after all.
Shing	Hachoo! I-it's so cold...
Hisui	Just when I was trying to forget the cold, this guy...
Garad	For now, let's put something on!

Narcissist lol

条件: Shing, Hisui, Chalcedony, Ga (and) Rad are wearing DLC idol-style outfits

Chalcedony	Were you dazzled by my radiance!
Shing	Kar...?
Hisui	He's a narcissist, isn't he?
Galad	Isn't it fitting for the feathered brother!

Embarrassing



条件: Shing, Hisui, Kalsedony Galad attach the "cat ears" attachment for a new pr oject

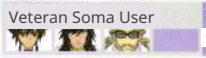
Hisui	Damn... so embarrassing
Chalcedony	A real man would never wear something like this...
Garad	I don't really have a taste for this kind of thing, though.
Shing	I think it would suit everyone, though.
Except Shing	Where?!

Choroama 2

条件: —

Hisui	Piece of cake!
Shing	Too sweet!
Garad	What a pushover

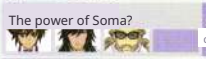
Veteran Soma User



条件: Up to Hera/Garad delivers the finishing blow times

Galard	I've not lived long for nothing.
Hisui	Amazing.....
Shing	Is this the power of Soma.....?

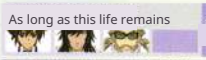
The power of Soma?



条件: Up to Zirconia's Spilmaze case

Shing	This is the power of Soma!
Galado	No, it's your power!
Shing	Yes, it's my power!
Hisui	You're going with the flow way too much...

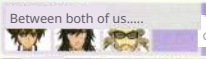
As long as this life remains



条件: Zirconia's Subilmaze ■ thereafter

Shing	As long as this life remains,
Hisui	I will wipe out as many Zeroms as I can
Galard	from this world!

Between both of us.....



条件: From the Zirconia Spelmaze onward / Shing's HP is 25% or less, Hisui and Galad's HP is 60% or more

Hisui	Sorry, I was slow to heal you.
Shing	I'm the one who should apologize for fighting without thinking.
Garad	Life comes first. Be careful next time.

Piece of cake.

条件: Shing delivers the finishing blow

Shing	This is a piece of cake
Hisui	If it were me, it'd be before dinner!
Galad	Why are we competing? ·····

Got it

条件: Battle time within 10 seconds/ No allies have been incapacitated.

Shing	We did it!
Hisui	It's decided!
Galard	That was so-so.

The bond between Shing and Beryl

Condition: After Noquin (2) / Shing and Beryl's Soma Link is above a certain level

Beryl: Strengthen the bond between the two of us!	
Shing	I won't let it be interrupted!
Shing & Beryl, absolutely!	

Shing Beryl Victory

Condition: Shing delivers the finishing blow

Beryl	Gufufu, that felt good, Shing
Shing: Let's head straight to Gandoco!	

Self-praise! 1

Condition: Beryl Delivers the Final Blow

Beryl	"I'm the kind of kid who can do it if I try♪
Shing	Don't say that about yourself....."

Work Completed

Condition: During Shing and Beryl's combined secret ultimate technique "Heaven "Light God Thunder Sky Rift Strike," Shing delivers the final blow

Beryl	No one can stop us
Shing	from heading toward our dreams!

World peace

Condition: Shing, Beryl wear DLC butler & maid case costumes

Shing	For the peace of the world!
Beryl	I'll serve you~♪

Not yet.

Condition: —

Ines	Not yet!
Shing	Not yet, not yet, not yet!
Beryl	Not yet, not yet, not yet... got lost... ouch, I bit my tongue.

What's the specific objective?

Condition: —

Shing	Let's head to Gandoko toward tomorrow!
Kunzite	Demand a specification of concrete goals
Beryl	You'll understand when tomorrow comes

Shameless! 1

Condition: Shing, Beryl Kunzite, Karu and Sedney are wearing swimsuit-style outfits

Chalcedony	Wandering around in public dressed like this is shameless!
"Beryl	...or so you might say
Shing	It can't be helped
Kunzite	I can't resist the temptation of swimsuits.

I'm hungry

Condition: —

Garad	You can't fight on an empty stomach
Kunzite	<~~
Shing	My stomach is making a noise right now
Beryl	I'm not Bo-boku!
Kunzite	It's me
"Beryl	Whaaat!

How shameless!2

Condition: Shing, Beryl, Calcedony, and Gaken Rad are wearing swimsuit-style outfits

Chalcedony	Wandering around in public dressed like this is shameless!
"Beryl	...or so you might say
Shing	It can't be helped
Garad	Somehow I just felt like wearing it!

Zeroom Annihilation 2

Condition: Zirconia's Subil Maze and beyond Enemies are Zeroom types

Shing	In the name of the Soma user
Garad	I'll wipe them all out!
Beryl	Zeroom, prepare yourself!

Life in the sewers

Condition: Located in the Imperial Capital's underground sewer

Shing	I can't get used to this smell.....
Beryl	The old man seems fine, right?
Garad	He used to live here anyway
Beryl	Amazing! Truly wild, as expected!
Garad	Just kidding.....

Bond between Shing and Ines

Condition: After West Marquis / If the Soma Link between Shing and Ines is above a certain level

Ines	"No matter how painful and steep the road is
Shing	As long as our feelings are connected
Shing & Ines	We will push forward!"

Power of the Link

Condition: Noqin (2) From Here On

Garad	As long as we support each other
Ines	we can go anywhere
Shing	"I can fight anyone!
Kuntsait	This is the power of our feelings!"

Who delivered the finishing blow? 1

Condition: Up to Max Castle/ Case: Chalcedony delivers the finishing blow

Shing	Did you see that! My sword technique!
Chalcedony	Wait. I was the one who just dealt the finishing blow.
Shing	No way~~ That was me just now!
Chalcedony	It was me.
Ines	Hey, could you be quiet for a moment?
Shing & Karu	...Yes.

Who dealt the finishing blow? 2

Condition: Article: After Max Castle/ Shard Chalcedony delivers the finishing blow

Shing	Did you see that! My sword technique!
Chalcedony	Wait. I'm the one who just dealt the finishing blow.
Shing	Tch... I have no comeback. But I won't lose next time!
Chalcedony	As you wish.
Ines	Heh heh, how passionate.

Soldiers value speed over perfection

Condition: Combat time under 6 seconds

Garad	They say soldiers value speed over perfection
Shing	Oh~ somehow that's cool!
Ines	Shing, do you understand what that means?
Shing	Not at all!
Ines & Galad	····· Sigh

Shing and Kunzite's bond

Condition: Noct Quyn (2) From 2 onward/ Shing and Kunzite's Somarink reaches a certain level

Kunzite	Even things I can't do alone,
Shing	if our feelings are connected
Shing & Kuntz	The possibilities are endless!

In the whitening world

Condition: On the field of the Crystal Realm

Shing	Our world will not be—
Kuntzite	I won't let our world suffer the same fate as the Crystal Realm, Quotia ()!

Don't hold back at each other! 1

Condition: To Max Castle

Chalcedony	Don't mess with Meteorite
Shing	It must be Chalcedony!

Don't hold back at each other! 2

Condition: After Max Castle

Chalcedony	Don't mess with, Shing
Shing	Karuso!

Shing Kar Victory

条件: After Max Castle

Carcedony	The enemy standing before me
Shing	I will defeat them with this sword!

Shing and Karle Bond 1

条件: After Max Castle / Shing and Karle Condition: Donnie's Soma Link at or above a certain level

Chalcedony	Our Spirias
Shing	support each other
Shing & Karle	Will become an unbreakable sword!

Shing and Karle Bond 2

条件: After Max/When Shing and Kalsé Dorony's Soma Link exceeds a certain level

Shing	If my and Kal's powers
Kalsédony	become one,
Shing & Kal	we can go all-out!

The Road to Peace

条件: Chalcedony delivers the finishing blow

Chalcedony	The path we walk is the path to peace
Shing	I won't let anyone get in the way!

The power born from the link

条件: Shing and Chalcedony's fusion mystic art "Seiseiei Sōga" in which Shing dri s a finishing blow

Chalcedony:	If it's the two of us!
Shing	We can keep going all the way, Gundoko!

Link Victory 2

条件: Hit count 50 or more

Chalcedony	That was a pretty good combo.
Shing	Let's keep going at this pace!

Knight Commander

条件: —

Chalcedony	Victory for Chalcedony Arkham, captain of the 13th Crystal Knights!
Garad	Huh, you can really say that.
Chalcedony	Being able to say this is part of the captain promotion exam's task.
Shing	Being a relic knight is tough...

Shing and Garad's bond

条件: After Noquin (2) / If Shing and Gal ad's Soma Link is above a certain level

Galad	No matter who comes at us
Shing	As long as it's Galad and me!
Shing & Galad	We won't lose!

Press forward

条件: Galad delivers the finishing blow

Garad	If there's no path, we just cut our way through.
Shing	"Yeah! Let's head to Gandoko!"

Don't lay a hand on my sister!

条件: Mobile Crystal Castle Sandrion START After the event / Hisui delivers the finishing blow

Hisui	Do you understand what will happen if you lay a hand on my Kohaku!?
Kohaku	Big brother, I'm embarrassed...

Sibling bond

条件: After Yūki Sandrion START / Kohaku and Hisui's combined secret ultimate move "Gu Kohaku delivers the finishing blow

Hisui:	You did it, big brother!
Kohaku:	Yeah, this is the bond between siblings!

The Bond Between Kohaku and Hisui

条件: After Norquin (2) / If the Soma Li nk between Kohaku and Hisui is above a certain level

Kohaku	I can feel big brother's feelings.
Hisui	Me too, Kohaku!

Just like an artist~

条件: Mobile Crystal Castle Sandrion START 降 / Battle time under 10 seconds/no party members incapacitated

Beryl	As an artist, of course...
Kohaku	It ended in the blink of an "art" ♪
Hisui	Ko-Kohaku made a pun!?

Unique Chant

条件: From Noquin (2) onward

Hisui	I've been wondering about it for a while—what's that chant of yours?
Beryl	It's my full-of-sense, artistic chant ♪
Kohaku	Big brother, you can't talk either, right?
Hisui	Ugh.....

Bold Kohaku

条件: Kohaku, Hisui, and Beryl wearing DLC swimsuit outfits

Beryl	Kohaku, you're so bold!
Kohaku	Don't look at me too much!
Hisui	I never agreed to you wearing that, big brother!

Surume Get

条件: Obtain "Squid" by clearing the ba ttle in 1089 "The Real Kohaku ③" or after clearing 1089 "The Real Kohaku ⑨"

Kohaku	Got the surume~~~!! (Heart)
Hisui	That's great, Kohaku
Kohaku	I wonder how I'll eat it ♪
Beryl	She seems to see nothing but the surume

There are no enemies before a woman

条件: Mobile Crystal Castle Sandrion After START

Ines	Don't you dare underestimate me just because I'm a woman.
Beryl	Before the three of us
Kohaku	There are no enemies!
Hisui	If we beat them up that much...

••••• Isn't it cold? 1

条件: The battle background is a snowy field

Kohaku	Ines, isn't your stomach cold?
Ines	I'm fine.
Beryl	Because the subcutaneous fat is all soft and squishy...
Hisui	You sure are fearless.

Don't worry about it

条件: Conditions: Kohaku, Hisui, Beryl, Ines Condition: Wearing swimsuit outfits

Kohaku	It's embarrassing to fight in an outfit like this...
Beryl	I'm worried it might tear, you know
Hisui	I'm at a loss where to look...
Ines	All three of them: "Here's a good tip for you ♪ If you worry about it, you lose."
Beryl	"Quite right."

Battle on the snowy plain

条件: The battle background is a snowy field

Beryl	Kohaku, aren't your feet cold?
Kohaku	Yeah, I'm fine!
Hisui	If you're cold, Big Brother will warm you up!
Galad	I have my doubts about that line.

Not cool

条件: Galad, Hisui, Beryl, Kohaku are Equipped attachment "cat ears"

Garad	There, all done ♪
Hisui	Even if you try to look cool in that outfit...
Beryl	W-what, I can hear you
Kohaku	It doesn't suit you.....
Garad	You guys can hear me.....

Today's Meal 2

条件: Mobile Crystal Sandrion After START

Kohaku	.....
Hisui	Kohaku, are you hurt somewhere?
Kohaku	Saba miso, miso soup, min oden... mutter mutter
Ines	It was Kohaku's turn today, wasn't it?
Garad	The little girl never gets boring, huh

Beautiful legs

条件: Mobile Crystal Castle Sandrion START onwards / Incident: Kohaku delivers the finishing blow

Chalcedony	That kick technique is splendid
Kohaku	Really?
Hisui	Hey, you bastard, don't stare at Kohaku's legs!
Chalcedony	I-I didn't mean it! Absolutely not!

She's something else

条件: Mobile Crystal City Sandrion START after Beryl delivers the finishing blow

Beryl	I'm different today!
Kohaku	Really?
Beryl	Kohaku.....why are you holding miso?

The link doesn't break

条件: From Mobile Crystal Castle Sandrion START onward / With Kohaku and Beryl's combined secret ultimate technique "Blue Red Enchantment Waltz," Kohaku delivers the finishing blow

Beryl:	The bond between me and Kohaku!
Kohaku:	I won't let anyone break it!

Cat ears 1

条件: From the Mobile Crystal Castle Sandrion START onward / Kohaku and Beryl have attachments and equip the "cat ears"

Beryl	Yay nyan!
Kohaku	Beryl, what's wrong?
Beryl	This is the power of the cat ears. Kohaku, you should try it too♪
Kohaku	Eh!? That's embarrassing.....

Kohaku Beryl Victory

条件: From Spilmaze 5 onward in Shinhara's illustration

Kohaku:	You did it, Beryl!
Beryl:	It's a great victory for the two of us!

Cat Ears 2

条件: Since Sinhara's picture in the Spellmaze onward / Kohaku, Beryl attachment "nekomimi / "Choroi Nya!" (p.425) are owned

Kohaku	Yay nyan!
Beryl	Yeah, yeah, nice, so cute!
Kohaku	Look, Beryl too! Ready, go!
Kohaku & Beryl	Yay nyan!

Throat is sore

条件: Article Kohaku Beryl is wearing DLC idol-style costume

Beryl	Lala～ Maybe I overdid it and my throat got sore...
Kohaku	If you lick miso it will heal right away?
Beryl	That's only Kohaku, though

Fighting women

条件: To Rignator Garrison (2

Kohaku	Huff huff...
Beryl	You did it, Kohaku!
Ines	From now on it's the era of fighting women♪

Choroama 3

条件: Mobile Crystal City Sandrion From START onwards

Beryl	Too easy!
Ines	Too sweet!
Kohaku	You're such a softie♪

Bokomekyo♪2

条件: Mobile Crystal Castle Sandrion After START

Beryl	The enemies that block our path are...!
Kohaku	Beat to a pulp
Ines	I'll make it all mekiyo-mekyo for you (heart)

Magnificent Victory

条件: Clause Mobile Crystal Castle Sandrion After START

Kohaku	Kick them away!
Ines	Fillet it into three pieces!
Beryl	I'll smear it all over with my brush!

Don't underestimate me

条件: Mobile junction product Sandlion Case START and beyond

	Just because I'm a woman
Kohaku	Don't underestimate me!
Beryl	Or you'll get hurt!

Giri Giri Girls

条件: Mobile Crystal Castle Sandrion START onwards / Battle time 60 seconds or more / Incident: There is a companion who became unable

Kohaku	That was close, but a woman needs guts, right!
Ines	Don't forget charm either?
Beryl	Both of you..... totally unfazed, huh.....

Too shaky!

条件: Mobile Crystal Sandrion START after Ines dons a swimsuit-type outfit and delivers the finishing blow

Ines	Hmm, maybe it's still swaying too much?
Beryl	U-I'm not jealous!
Kohaku	.....I want to make it sway too.....

Kohaku in a picture-perfect moment

条件: Kohaku Beryl Ines are DLC Item: Casual & Maid outfit

Kohaku	Welcome home, Master
Beryl	Yeah, yeah, Kohaku makes a perfect picture
Ines	Oh my, what about me?
Beryl	·····はぁ
Ines	Ufufu, it seems you desire a special service

My Queen

条件: Article: Kohaku, Beryl, Ines appear in DLC Wearing maid-style outfits

Ines	It's a hundred years too early for you to make me serve you
Kohaku	Ines is more than a maid.....
Beryl	She's a queen, isn't she?

Beautiful girl unit

条件: Kohaku, Beryl, and Ines are wearing DLC idol-style costumes

Kohaku	We're perfectly in sync!
Ines	Forming a beautiful girl idol unit is not just a dream!
Beryl	Girl... right?
Ines	Is there something on my face?
Beryl	Not particularly one

Sticky hair

条件: Mobile item Sandrion START from In Sheherah Desert, or Item Located at Bamel Volcano

Beryl	Ugh, my hair feels all greasy!
Kohaku	Really～
Ines	I'm so fed up
Kunzite	Then with my own clipper function...
Except Kunzite	Absolutely not!

...Aren't you cold? 2

条件: The battle background is a snowy field

Kohaku	Ines, isn't your stomach cold?
Ines	I'm fine.
Beryl	Because the subcutaneous fat is so squishy.....
Kunzite	When calculating the assumed size of Ines, the subcutaneous fat is
Ines	Kunzite! Seal that function!

·····Aren't you cold? 3

条件: The battle background is a snowy field

Kohaku	Ines, isn't your stomach cold?
Ines	I'm fine.
Beryl	It's subcutaneous fat, so it's all squishy...
Garad	That was one line too many.

Cold, sleepy.
条件: The battle background is a snowy field case

Beryl: I've been feeling very sleepy for a while now... I feel like it.
Kunzait: Understood, I'll lull you to a comfortable sleep with my own lullaby.....
Kohaku: No—don't!

Battle in Desert/Volcano 2
条件: I am at Vamel Volcano

Beryl: Kunzite, don't you have a cooling function?
Kunzite: It does have a fan (air-blowing) function.
Kohaku & Beryl: Really!?
Galad: But won't that just bring in hot air?
Beryl: Ugh!?
Kohaku: Shall we endure it.....

Zeroam annihilation 3
条件: Rignator Garrison (2) up to/ The enemies are Zeroam type

Garad: Zeroam! Won't leave a single one.....!
Beryl: Old man, you're more intense than usual.
Kohaku: A little..... scary.....

Exterminate Zerom 4
条件: Mobile Crystal Sandrion START From this point onward the enemies are Zerom-type

Garad: No matter how many of them appear,
Beryl: everyone's Spiria
Kohaku: I won't let them be bait!

Misogetto
条件: Acquire "Miso" after START at Mobile Crystal Castle Sandrion

Kohaku: Got the miso~~~!!
Garad: The girl must be really happy
Kohaku: Yeah! Let's have a miso party today♪
Beryl & Galad: Th-that's a bit.....

So easy, nya!
条件: Starting from Mobile Crystal City Sandrion / Kohaku, Beryl, and Galad wear the attachment "nekomimi"

Beryl: So easy, nya!
Kohaku: Sweet meow!
Garad: Too easy, huh
Beryl: Old man, you're no fun
Garad: Hey hey ******

Too easy, meow?
条件: From after Mobile Yūki Sandrion START / Kohaku, Beryl, and Galad wearing the attachment "nekomimi" / "Easy meow!" (p.425) already occurred

Beryl: Too easy, nya!
Kohaku: Too sweet, nya!
Garad: Too easy and sweet, nya!
Beryl: Wow, you actually said that
Garad: Hey, hey... *****

Doesn't suit me?
条件: Clause: Kohaku, Beryl, Garad wear DLC butler and maid outfits

Garad: I, your lady's protector
Heck, I've gone and said something out of character...
Kohaku: Can't be helped if she's wearing clothes like that
Beryl: Old man, surprisingly it suits you, right?
Garad: Oh, really? Then I'll give a little more service—
Beryl: That's enough already~

I kick it away
条件: Mobile Crystal Castle Sandrion START and thereafter / Kohaku delivers

Ines: Oh, nice kick
Kohaku: I'm going to kick you all the way to the ends of the world♪
Ines: Hehe, how frightening

"Vessel"
条件: To Imperial Capital Underground Sewers (1)

Kunzait: "You, 'Vessel', stay back.
Kohaku: No, I want to be with everyone too...
Kunzait: If I'm damaged, it will impede our actions.
Kohaku: Even so, I..."

"Kohaku"
条件: Mobile Crystal Sandrion After START

Kunzait: Kohaku, are you all right? If anything's wrong, report it to me.
Kohaku: It's fine. Kunzite?
Kunzite: No problem. Let's move forward.

Nice fight!!2
条件: Battle time under 61 seconds

Garad: That feeling just now wasn't bad.
Kohaku: Yeah! It was perfect!
Kunzite: Affirmative. Combat efficiency increasing.
Chalcedony: With this, there are no enemies before us.

No need to worry
条件: To Lignator Garrison (2)/ Conditi on: Kohaku and Calsedony's HP at 60% or higher

Calsedony: The enemies have been driven off. Are you all right?
Kohaku: Yeah..... What about Calsedony?
Calsedony: Hah, no need to worry

There are no more enemies
条件: Crystal Sandrion After START

Chalcedony: Those who want to become the rust of my swor d, co me at me! Kohaku
: There's no one who can beat you anymore, right? Chalcedony: Ugh...

Before Spiria...
条件: Clause: Deliver the finishing blow by Chalcedony at Mobile Crystal Castle Sandrion START

Calcédoine: Before our Spiria
Kohaku: There are no enemies!

Kohaku Galad Victory
条件: Rignator Garrison (2) up to/ Kohaku delivers the finishing blow

Kohaku: You did it ***** Maybe?
Garad: Ah, well done
Kohaku: I'm so glad.....

Kohaku's even more amazing
条件: Mobile Crystal Sandrion START and after Kohaku delivers the finishing blow

Kohaku: I'll show you something even more amazing next ti me, ok
ay? Garad: I can't beat your kick, huh

What a tasteful trick
条件: From Mobile Crystal Castle Sandrion START Conditions: Garad's HP 25% or le ss, Kohaku's HP 60% or more

Garad: She pulls off a tasteful trick
Kohaku: for me... Yeah, it felt like miso... I could
Garad: n't tell beyond that...

Singing my own praises!2
条件: Beryl Delivers the Final Blow

Beryl: I'm the kind of kid who can do it if I tries♪
Hisui: ..... How about that?

Beryl petrification
条件: During battle, Beryl becomes petrified Condition: Hisui's HP is 60% or higher

Beryl: Hooray, I can move again!
But, I wondered what would happen. If you don't rescue me quickly.....
Hisui: Just keep your mouth frozen shut

Obedient Hisui

条件 —

Ines	運び屋 Please take care of "Hibi Hibi"♪
Hisui	I guess I have no choice but to repay the debt.....
Beryl	Hisui has been completely trained, hasn't she.....

Admission fee

条件 Hisui, Beryl, Ines, and Garad are wearing the paid DLC school uniforms

Hisui	Hey. Can't you do something about that outfit?
Ines	Even if you say that to me
Garad	But it really suits you
Beryl	If you stare too much, later you'll be billed like Chen
Ines	Okay, that'll be 10,000 gald for both of you♪
Hisui & Garad	Hey, hey.....

"Come back the day before yesterday 1

条件

Hisui	The day before yesterday, go to hell!
Kunzite	Kaori, that action is physically impossible
Beryl	You mustn't poke fun at that

Zeroem Extermination 5

条件 Since the Repro / Enemy is Zerom type

Jade	They're swarming up like crazy,
Beryl	just like bugs.
Chalcedony	Don't say that word!
Jade	Hey, hey.....

School Disciplinary Committee

条件 Jade Beryl, Chalcedony are wearing the noted DLC school uniforms

Chalcedony	Those who disturb the school's order will not be forgiven by me!
Hisui	Hey, Beryl, someone's calling you out
Beryl	You're talking about Hisui!
"Chalcedony	Both of them
Hisui & Beryl	Ugh

Should I take it off?

条件 In the Scheherazade Desert, or in the Bamel Volcano case

Ines	Phew, it's hot. Maybe I should take this off?
Hisui	Isn't that bad for education!?
Ines	Hehe, won't you take it off with me?
Hisui	A real man endures heat and temptation.....

Super Strength 1

条件 Ines delivers the finishing blow

Hisui	Wow, where on earth does that kind of power come from?
Ines	Ufufu, that's a woman's secret ♪

Phantom Thief Ines · 1

条件 Obtained over 100,000 gald cases

Ines	Ufufu, big catch, big catch ♪
Hisui	Ines, you're making a nasty face, you know?

The line I received was 2

条件 "I dedicate this victory to Lady Buraiba" (P.427)

DUMA case already occurred

Kunzite	I dedicate this victory to Lady Litia
Chalcedony	Hey! That's my line!
Ines	How bold♪
Hisui	Tch... easy for you to say

Loose Line 3

条件 —

Garad	Don't think you'll be watching tomorrow's sunrise!
Ines	That's electrifying♪
Kunzite	Announcement: The weather tomorrow will be rain
Hisui	You're saying one word too many!

I'm going to take it off♪ At DEM

条件 Shehetah Desert, or Bamel Volcano

Ines	It's too hot! Shall I take it off?
Galad	Big sis is pretty extreme, huh?
Kunzite	I'll take my clothes off too
Hisui	W-what are you talking about?
Kunzite	I'll lift the veil on the many "secret features"

Too much swaying 2

条件 Ines delivers the finishing blow

Ines	The serious me is pretty amazing (heart)
Garad	But that's not the only amazing thing
Hisui	Indeed.....

Exactly.....

条件 "Perfect" (P.428) Already occurred

Kunzite	Battle completely finished on time.
Jade	...What is that?
Kunzite	I tried introducing Beryl's expression.
Jade	Isn't a lot of it wrong?

Unwavering Spiralia 1

条件 Located in the Salvation System Gardenia

Hisui	Don't underestimate me. Zerom!
Kunzite	As for us now
Jade	There isn't a shred of doubt! (simultaneous)
Kunzite	There isn't a shred of doubt! (simultaneous)

Firing angle

条件 Jade delivers the finishing blow

Kunzite	Hisui, that final attack wasn't bad.
Jade	Hehe, right?
Kunzite	However, taking the firing angle into consideration
Jade	Argh! Give me a break!

Heat-poison Kunzite

条件 During battle, Kunzite becomes poisoned condition / Hisui's HP is 60% or higher

Hisui	What about machines being infected by poison?
Kunzite	They are made to be close to humans. It can't be helped.
Jade	Isn't that actually inconvenient?

Kunzite Petrification

条件 During battle, Kunzite becomes petrified condition / Hisui's HP is 60% or higher

Hisui	Didn't the spring wind down?
Kunzite	No problem. I rewound it just now
Jade	Seriously, a wind-up spring power!?

It's the fifth hand.

条件 Hisui's HP is 25% or less, Kuntz case Aito's HP is 60% or more

Hisui	Tch. That was dangerous just now.....
Kunzite	It seems the time has come to unleash the fifth arm
Jade	You still have more arms?!
Kunzite	It's a back scratcher!
Jade	That's useless!

I'm not forcing myself

条件 Kunzite's HP is 25% or less, Hi Ken Sui's HP is 60% or more

Hisui	Hey, you look pale — are you forcing yourself?
Kunzite	No problem, I'm just attempting to block out the pain.
Jade	That's what I mean by forcing yourself!

Sure Shot!

条件 Battle time within 10 seconds/ No allies were incapacitated in the battle

Hisui	Heh, it's a sure shot!
Kunzite	That statement is contradictory. A hundred shots for a thousand times is one
Jade	I'm just in that kind of mood! Mood!

Our weapon is Guts 4

条件 —

Hisu	Our weapons are guts,
Kunzite	calmness,
Chalcedony	and pride!
Garado	And Spiria too

Come back the day before yesterday 2

条件 Interm

Hisui	The day before yesterday, go to hell!
Kunzite	Where did you learn such a technique...!?
Galad	Hey, hey...

Increase Spiria

条件 Noquin (2) From the day after / Chalcedony delivers the finishing blow

Raise Chalcedony's Spiria and Jade shoots down the enemies!

Old man's swimsuit

条件 Jo — Jade, Chalcedony, and Galad are wearing certain DLC swimsuit outfits

Hisui	The old man looks so cool.
Galad	Yeah, that's what being handsome is all about.
Chalcedony	That well-trained body is worthy of praise
Garad	Come on, you'll get embarrassed

Shoot them down

条件 Jade delivers the finishing blow

Hisui	I'll shoot down anyone who's getting cocky!
Garad	You're in top form, aren't you, brother?

To live

条件 Interm Galad delivers the finishing blow

Galard	Sorry, but this is also to survive.
Hisui	Don't ever show your face again!

Our weapons are five

条件 Mobile Crystal Castle Sandrion After START

Kohaku	Our weapons are our feet and!
Ines	our chests and
Beryl	I'm smiling!
Hisui	I don't feel like I can win.....

Swimsuits in the Snowfield 4

条件 Hisui, Beryl, Kunzite, Karse Donny are wearing swimsuit-type outfits/ No te The battle background is the snowfield

Beryl	H-hey, hey, hey, what is the temperature right now?
Kunzite	Measuring. Current temperature: minus
Jade	Don't say anything more! It'll make it feel even colder
Chalcedony:	Indeed

Shivering from the cold

条件 1 ite The battle background is a snowy field

Beryl:	It's so cold I feel like I'll freeze
Ines	They say trembling your body will warm you up?
Beryl	I'm already shaking enough...

Ines, who doesn't seem to be cold

The battle background is a snowy field case

Beryl	Lucky Ines doesn't seem to be cold
Ines	Oh? What do you mean by that?
	Shall we talk over there for a bit, Beryl?
Beryl	A-wawawawawa...

Super Strength 2

条件 The matter of Ines dealin g the finishing blow

Beryl	As expected of her superhuman strength!
Ines	Did you say something?
Beryl	N-nothing. ····· I didn't... say anything.

Phantom Thief Ines · 2

条件 Obtain over 100000 Gald

Ines	Ufufu, big catch, big catch
Beryl	Share a little with me too, please ♪

gritting one's teeth (pretending to endure or be fine)

条件 Beryl HP is 25% or less, Ines' HP i s 60% or more

Beryl	Given my ability, that's the natural result!
Ines	Oh? For that, you seem out of breath?
Beryl	I-I'm deliberately acting like I'm in danger!

Loves cleaning

条件 Beryl Ines wearing DLC butler & maid costumes

Beryl	Ines doesn't really feel like a maid.
Ines	Yes, I'm good at cleaning, though?
Beryl	Oh, surprising.
Ines	You always beat them up, don't you?
Beryl	Huh, you mean that?

Kunzite's secret weapon

条件 Kunzite deals the finishing bl ow.

Kunzite	This is my secret move.
Ines	You're really showing everything, aren't you?
Beryl	How many are there in total?

Deficit

条件 Battle time 60 seconds or more cases

Ines	They say time is money, but... ·····
Kunzite	This is taking too long
Beryl	Well then, it's a deficit, isn't it?
Ines	You've got a way with words.....

Infiltrate!

条件 Located at the Lignator Garrison

Beryl	Stealthy footwork!
Ines	Silent step!
Kunzite	Sneaking step!
Galad	Quit fooling around and move forward

Victory to Paraiba-sama

条件 Interm After Max Castle

Karse Donny	I dedicate this victory to Paraiba-sama!
Beryl	Isn't that embarrassing?
Ines	Hehe, that's funny

Black spots

条件 Interm In the sewer

Beryl:	It's so damp
Ines	It smells like mold
Beryl	Whoa! There are black spots on the old man's face!
Garad	Look closely — it's a beard

Deodorant

条件 Entry: In the Sheherah Desert or the Bamel Volcan o located

Beryl	Old man, do you smell something?
Garad	Girl, this is what being an adult is like
Ines	I'm a little curious...
Galard	Sorry, sister
Beryl	Grrr! Apologize to me too!

Galard grinning

条件 Galard and Ines's Soma Link is one case above a certain threshold / Galard finishes it off

Garad	That's the end of it.
Ines	Well fought.
Garad	Hey, stop it, you're making me blush.
Beryl	Gufufu... It seems she doesn't entirely dislike it.

Old man

条件 Garad's HP is 25% or less; Beryl and Ines' HP are 60% or more

Garad	Sigh~ That really hits hard, doesn't it
Beryl	Old man, you're already getting on in years — why don't you stop doing reckless things?
Garad	Don't be ridiculous, I'm not that old yet .....
Ines	Hey, shut up! Your wound will reopen

Favoritism

条件 Conditions: Battle time 60 seconds or more/ Case: A party member was incapacitated

Beryl	Ugh~ I can't take another step
Ines	Yeah, I'm exhausted.....
Garad	I'll lend you my shoulder, San
Ines	Oh? Thank you ♪
Beryl	That's favoritism!!

Perfect.....

条件 Item —

Beryl	You're totally on fire!
Kunzite	Those words make no sense.
"Beryl	Don't poke at it calmly.....

As a guardian knight

条件 Noquin (2) and onwards/ The matter of Kuncite delivering the killing blow

Beryl	Not bad, Kuncite.
Kunzite	It's only natural as a guardian knight.

It's bad if it gets wet.

条件 At Mount Raimei, Bremen

Beryl	Hey, are you okay if you get wet in the rain?
Kunzite	P.B.: Pigagagaga..
Beryl	Kuncite is broken!?
Kunzite	This sound is an image.
Beryl	You're quite the actor, aren't you.....

Thunder is scary

条件 At Raimei Mountain, in Preme

Beryl	Thunder is scary~ shaking
Kunzite	What is there to be afraid of?
Beryl	Don't you know? They'll take your bellybutton!
Kunzite	That's a euphemism; the truth is about life... No scary
Beryl	stories!

You'll die if it's cold.

条件 The battle background is a snowy field

Beryl	Ugh~ It's so cold I'll die~ If so
Kunzite	, there's a great feature. Real
Beryl	ly?
Kunzite	It's a flamethrower function.
Beryl	Don't make dangerous suggestions~!!

Chalcedony Squad?

条件 To Rignator Garrison (2)

Chalcedony	This is ——
Beryl	The power of the Chalcedony Squad!
Kunzite	I have no memory of joining though?
Beryl	Oh come on, it was just for fun, just for fun
Chalcedony	This doesn't decide anything!

The power of teamwork

条件 Item From Noquin (2) onward

Chalcedony, this is ——	
everyone	It's the power of teamwork!
Chalcedony—it's decided, then.	

You'll get what's coming to you

条件 Item —

Beryl	If you underestimate it, you'll get hurt!
Kunzite	What if you don't underestimate it?
Beryl	You'll still get hurt!
Garad	Either way, isn't it the same?

Unbearable to look at

条件 From rape/rology onwards/ Enemies are either Arachne, Bronorm, or Maggot

Chalcedony	<·····Too swarming to look at!
Beryl	You really hate bugs, don't you?

Artistic great victory

条件 Case of Beryl delivering the finishing blow

Beryl	Another spectacular artistic victory today!
Chalcedony	What a reliable artist.
Garad	But is that really fine for a painter?
Beryl	It's an era where artists have to fight too ♪

Garad Beryl Victory

条件 From Noquin (2) onward

Garad	How presumptuous to call our path that!
Beryl	How arrogant of you!

Self-praise! 3

条件 Beryl Delivers the Final Blow

Beryl: I'm the kind of kid who can do it if I try ♪	
Galad: Not bad, girl.	

Something boring

条件 The matter of Galad delivering the killing blow

Galad	I ended up cutting something boring
Beryl	So, something interesting?
Galad	.....That's what life is — you think of that yourself
Beryl	Ah, don't run away!

Idol's shelf life

条件 Beryl and Galad are wearing DLC idol-style outfits

Garad	Phew, it's over.
Beryl	The old man's idol life? No,
Garad	it's not!

Phantom Thief Ines ·3

条件 [Item] Ines successfully performed the "Vole Present"

Ines	Ooh, I got something nice ♪
Kunzite	Warning. Your habits are terrible.

Cat ears 3

条件 Ines equipped the attachment "nekomimi" item and successfully performed "Vole Present"

Ines	I received your heart, nya ♪
Kuntsite—didn't you take anything else?	

I will surely help.

条件 At Maks Castle

Chalcedony	Paraíba-sama, please be safe.....
Kunzite	Just praying won't solve anything.
Ines	Let's hurry.

Swift action

条件 Number of battles with combat time under 6 seconds

Chalcedony	There is no need for hesitation in battle
Ines	Nor mercy
Kunzite	Swift action wins the fight

Old man ecstatic
条件 Ines, Kunzite, and Garad are wearing certain DLC swimsuit-style outfits

Ines: What do you think? It's my favorite, but.....
Garad: Big sis, you're blinding me
Kunzite: Kaori, Ines is not emitting any light
Galad: That's not what I meant.....
Ines: Hehe, I hope the day comes when even Kunzite understands.

The path of belief 1
条件 To West Marquis Case

Chalcedony: I will simply follow the path I believe in
Ines: The path I believe in... huh...

The Path I Believe In 2
条件 After West Marquis cases

Chalcedony: I will simply walk the path I believe in.
Ines: Believe that there is hope beyond that, okay?

Undaunted Spiria 2
条件 Chalcedony delivers the finishing blow

Chalcedony: —this is the power of the undaunted Spiria!
Ines: Ufufu, not bad

Unbreakable Knee
条件 Chalcedony's HP is 25% or less, Ines's HP is 60% or higher

Chalcedony: My knees will not buckle from something like this!
Ines: As expected of a Crystal Knight.

A fun-loving adult.
条件 In the Scheherazade Desert, or in the Bamel Volcano case

Ines: Phew, it's hot. Maybe I should take this off?
Garad: Oh, sounds good, sis!
Ines: Just kidding ♪
Garad: Right?!

No mercy.
条件 Galad delivers the finishing blow

Ines: Oh my, no mercy then.
Garad: Sis, that's you.

Good night.
条件 Inez and Galad's combined secret ultimate technique "Mistral Finale" — Inez delivers the final stab into the target.

Ines: Good night, forever.
Garad: I won't give you a funeral flower.

Are you all right, sis?
条件 The cheerful Ines's HP is 25% or below, Galad the item's HP is 60% or above

Ines: はぁはぁ……
Garad: Sis, are you okay?
Ines: I'm managing somehow. Thanks for worrying about me.

Phantom Thief Ines · 4
条件 Ines succeeded in "Vole Present"

Ines: Ooh, I got something nice ♪
Galad: Not bad, hah, (sir)

Cat Ears 4
条件 Ines equipped the attachment "nekomimi" (cat ears) and succeeded in "Vole Present"

Ines: I received your heart, nyan ♪
Galad: [Only the heart gives life, after all

Kunzite Kar Victory
条件 After Max Castle

Chalcedony: I place my pride on this sword
Kunzite: Strike down the enemy!

Lightly sweet 4
条件 —

Galad: Too easy!
Chalcedony: Too soft!
Kunzite: Easy and soft, huh
Galad: You guys.....

The world is...
条件 Noquin (2) From the day onward/ Case Kunzite delivers the finishing blow

Galad: This world is
Kunzite: I won't let anyone destroy it!

Galaud and Kunzite's Bond
条件 Noquin (2) From here on / Kunzite and Galaud's Somalyn cases Ku is above a certain level

Kunzite: This is Spiria's ka...
Galad: Cherish that feeling.

I won't lose to anyone
条件 Kunzite and Galad's combined secret move "Meikan Rengoku Raryu Sen", with Kunzai finishing blow

Garad: We will not let anyo
Kunzite: ne break our Spiria

Top Idol ♪
条件 Kunzite and Galad are wearing DLC idol costumes

Garad: Us being idols, huh
Kunzite: Galad, if we're doing this, aim for the top.
Galad: Yeah, our goal is.....
Kuntz & Galad: Top idols!

Galad Kar Victory
条件 —

Chalcedony, wash your face and come back!
Galad: I'll take you on anytime.

Those who defile this world...
条件 After Max Castle

Chalcedony: Those who defile this world where Lady Paraiba resides deserve a thousand deaths!
Garad: And those who harm people as well.

Post-battle Exchange Dialogue

Trophy Data

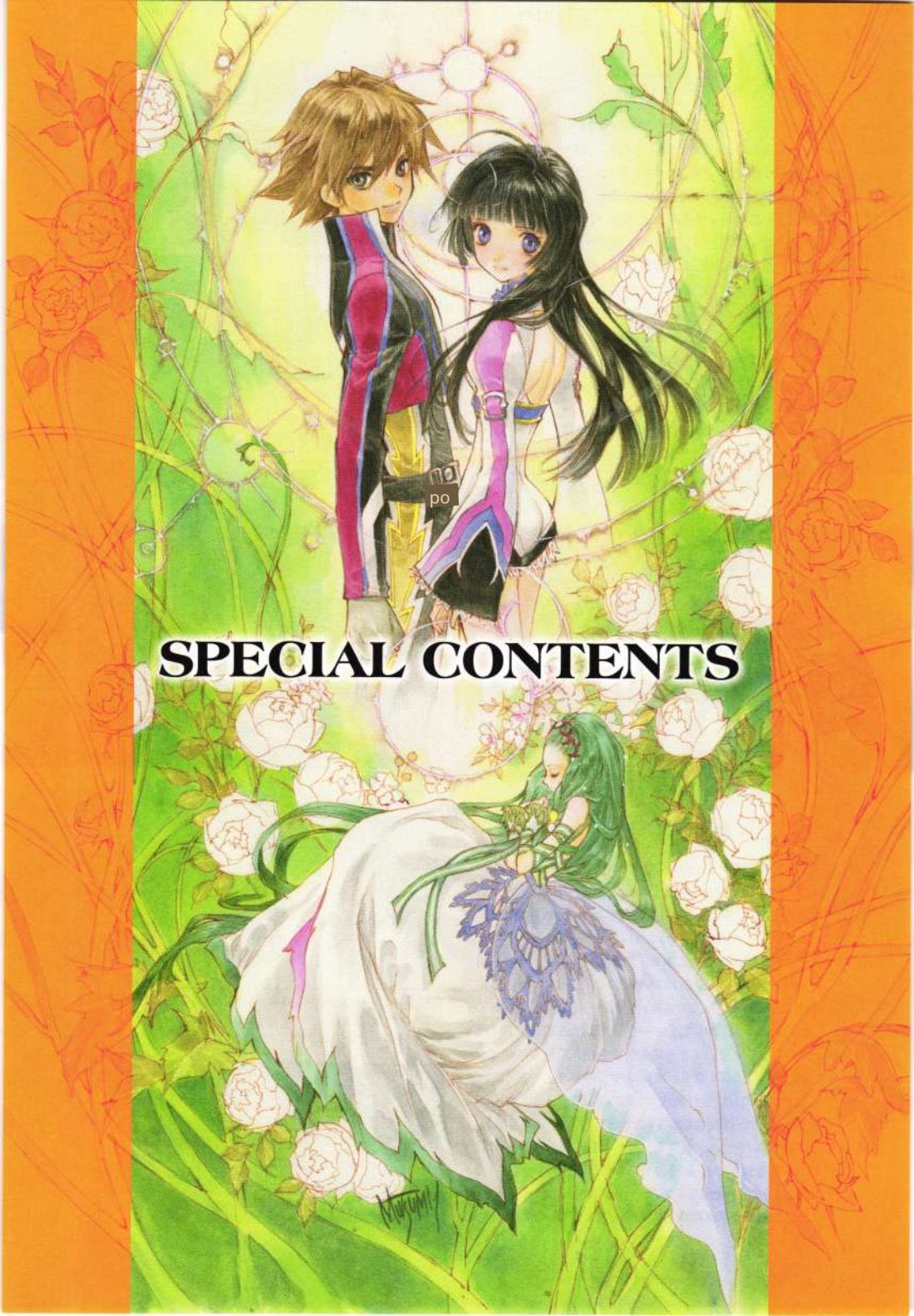
TROPHY DATA

There are 40 trophies in this game. All acquisition conditions are listed, so please aim to complete the trophy collection.

Rank	Name	Acquisition requirements
Platinum	Tales of Hearts R Master	Obtain all trophies
Silver	Guard Counter Master	Successfully perform a Guard Counter a total of 200 times
Silver	Mission Master	Complete Rank 5 missions a total of 10 times
Silver:	Achieve 200 Combos	Achieve a 200-HIT combo
Silver:	Spilledriver	Use a Spell Drive of LV1 or higher at least 50 times
Silver:	Cross Link Slasher	Complete Cross Chases at least 150 times
Silver:	Chase Linker	Maintain a single Chase Link for 20 seconds or longer
Silver:	Surprise Encounter	Achieve Surprise Encounters at least 50 times
Bronze:	Defeat 2,000 Enemies	Defeat 2,000 enemies
Silver:	Reach Max Level for All Characters	Raise every character to level 200
Silver:	Monster Collector	Fill 90% or more of the Monster Encyclopedia
Silver:	Item Collector	Fill 90% or more of the Collector's Encyclopedia
Silver:	Item Marker Master	Obtain all item markers
Bronze:	Clear the World	Fill 99% or more of the World Map
Silver:	Cooking Master	Raise Cooking Level to 99
Gold:	76	Collect 76 Namcoins
Bronze:	Defeat Grimkigal	Defeat Grim Kigal (P.151)
Bronze:	Defeat Chalcedony	Defeat Chalcedony[1] (P.165)
Bronze:	Defeat Armes	Defeat Armes (p.184)
Bronze:	Defeat Sandworm	Defeat the Sandworm (p.203)
Bronze:	Defeat the Chalcedony Squad	Defeat the party of Chalcedony [2], Pyrox [2], and Peridot [2] (p.210)
Bronze:	Defeat Silver	Defeat Silva (p.220)
Bronze:	Defeat Croa Seraph	Defeat Kuroaseraff [1] (p.237)
Bronze:	Defeat Possessed Striga	Defeat the Possessed Stroogau (p.269)
Bronze:	Defeat Double Seraph	Defeat the party of Kuroaseraff [2] and Kurinoseraff (p.271)
Bronze:	Defeat Inkarose ILL	Defeat Inkarose ILL (p.275)
Gold:	Defeat Creed	Defeat Creed (p.284)
Gold:	Defeat Faldial Mearth	Defeat Faldiarméas (p.346)
Silver:	Clear on Mania difficulty	Clear the game on "Mania" difficulty ※1
Silver:	Clear on Unknown difficulty	Clear the game on "Unknown" difficulty ※2
Bronze:	Balloon Master	Achieve a total high score of 12,000 points or more for allies by popping balloons
Silver -	Clear the Arena	Clear both the Arena Single Course and Party Course at Advanced rank
Silver	Hubert & Pascal defeated	Defeat Hubert & Pascal in the Arena Party Course Special Match
Bronze —	Bond between Bronzng and Kohaku	Learn Shing and Kohaku's combined Mystic Arte "Rinhō Tenshōku"
Bronze Sing —	Bond between Bronzsing and Beryl	Learn Shing and Beryl's combined Mystic Arte "Tenkō Shinrai Kūretsu Shō"
Bronze Sing —	Bond between Bronzsing and Chalcedony	Learn Shing and Chalcedony's combined Mystic Arte "Seiei Sōga"
Bronze —	Bond between Kohaku and Hisui	Learn Kohaku and Hisui's combined Mystic Arte "Ōka Reisei"
Bronze —	Bond between Kohaku and Beryl	Learn Kohaku and Beryl's combined Mystic Arte "Sōkō Enbu Kyoku"
Bronze:	The Bond Between Ines and Galad	Learn Ines and Galadd's combined Mystic Arte "Mistral Finale"
Bronze:	The Bond Between Kunzite and Galad	Learn the fusion Mystic Arte of Kunzite and Galadd "Dark Combat Purgatory Raskash"

Note 1: Can be obtained by defeating Creed (p.284) on the "Mania" difficulty.

Note 2: Can be obtained by defeating Creed (p.284) on the "Unknown" difficulty.



SPECIAL CONTENTS

The Essence Inhabiting All Things

"Spiria" is that which dwells within all things in nature; it is the essence that makes "that thing" what it is. A person's spiria is their emotions. The differing emotions of each individual are their spiria, and they serve as proof that a person is who they are.

The hidden power of spiria is called mental force, and inside the spiria there is a mental space called the "Spirmeize." At the deepest part of that Spirmeize exists the "Spirune," a crystallization of manifested spiria. Spirunes are formed from gathered fragments of emotions such as fear, modesty, love, and courage; their shapes, the types of fragments, and their numbers vary by person. Therefore, if fragments of a Spirune are lost, the corresponding emotions are lost, and if the Spirune itself is lost, one becomes like a doll without emotions.

If a Spilune is taken outside the body by some means, it may affect the people around it; that influence can extend beyond the individual level and sometimes affect many.

At the deepest part of Kohaku's Spilmaze was a flower-like Spilune.

The owner's emotions also affect the Spilune's shape and color.

Spiria

SPIRIA

Despeel Disease and Zerom

"Despeel disease" has long been called a disease of Spiria. When it manifests, the sufferer may be unable to control certain emotions and rampage, or lose emotions and weaken, and in some cases it can be fatal. The cause of Despeel disease is a thought-entity called "Zerom" possessing the Spiria. Zerom, being a mental entity, cannot be removed by surgery or medicine; the only treatment is for a practitioner to enter the patient's Spilmaze and eradicate the Zerom from within. A tool called "Soma" is used for eradication, but even Soma users cannot defeat Zerom without proper training, making actual treatment difficult.

It should be noted that Zerom did not arise naturally; it is an artifact of the civilization of the Crystal World (Quortia) that flourished about 2,000 years ago. In that era, a being called Mother Zerom, whom the crystal people served, produced countless Zerom and scattered them into this original world (Celland). They were sealed for a time, but the seal has gradually weakened and they are now afflicting the people of the original world.

Manifested Zerom has a plant-like appearance. Whether it came to take on this form naturally or was made to have it is a mystery, but because of that appearance they are named after plant terms such as spores and bouquets.

The maternal body that gives birth to Zerom, was kept by the Imperial Army. One Mother Zolem discovered in ruins near the site Garnator garrison

Shing's mother Dona's Soma was enshrined in the Seablue Forest.

The Soma changes its form depending on the owner's Spiria and wishes.

A ritual implement that heals Spiria

The Soma is a ritual implement used since ancient times called the Stone Age, and it has the effect of healing Spiria. In fact, the Soma possesses a special function called "Spirlink," which allows it to enter another's Spilmaze with a physical presence and directly influence manifested Spiroons or Zeroms. Many Somas take the form of armor like shields or gauntlets, but by imbuing them with mental energy their weapon form can be drawn out. A weapon reflects its owner's Spiria, so the same Soma can take different forms such as a sword or an axe. Furthermore, Soma also serves to strengthen mental power, and is used as a medium for "mentalmancy" that manipulates phenomena like fire or lightning through mental energy.

The value of Soma as a weapon is extremely high. The state religion, the Valeia Church, under the pretext of preventing misuse, recovered most of the Somas that had spread among civilians. This "Soma Hunt" drastically reduced the number of civilian Soma users, and now only a few remain in remote regions beyond the Church's reach.

SOMA

Soma

If you form a Soma Link, you can sense the other's Spiria even from a distance.

A legacy born of kindness

As the uses of Soma—such as drawing out weapons and using psychic arts—became known, Soma came to be seen less as ritual implements and more as armaments combining offense and defense. However, those functions were merely byproducts; Soma's true purpose is to connect Spirias to one another. Thanks to this function, a "Soma Link" that communicates with other Spirias becomes possible. Not only can Soma users link with each other, but a large-scale Soma Link that connects all Spirias surrounding a Soma user is also not impossible.

Anyone who harbors Spiria has the potential for a Soma Link.

Who created such tools, and for what purpose? Many Soma are discovered in ruins from the Stone Age, but they were not made by the primal-world people (Cellraid); they were brought by the crystallized people (Quoht). The one who created Soma was the crystallized psychic, Flora Spodeun. She wished that even those with weak psychic power could stand against Zerom, and ultimately that—without distinction between primal-world people and crystallized people—all humans and living beings would harmonize their Spirias through Soma Links.

EMPIRE & BALEIYA

The Empire and the Church

a unified state built in a single generation

In the former primal world many countries stood side by side and repeatedly fought over territories. About twenty years ago, amid such circumstances, Zirconia Dore, emperor of the Max Empire, set out to unify the world. Possessing immense charisma and outstanding strategic acumen, and well versed in the legacies of the crystallized realm, Zirconia organized a mighty army surpassing other nations and steadily expanded his domain. However, near the end of the seemingly successful unification war, Emperor Zirconia went to suppress Soma users who continued their last resistance in the Prance Strait and went missing. Even so, the imperial army's morale did not waver; with the assistance of the Pareia Church and the Crystal Knights—who swore fealty to the empire—the Max Empire's world unification was thus

Max Castle, the emperor's residence. The imperial capital's rises above Lake Strega, imposing It emits a striking presence.

After unification, the new emperor was Paraiwa Marin du Re, Zirconia's niece. Paraiwa was four years old at the time. Imperial General Groshler, who had gained power through achievements in the unification war, and Pareia Church Patriarch Labrador Arcam served as regents, but it was plain to everyone that those two were the actual rulers.

The imperial army possesses Soma studying methods to utilize Rom militarily. Th ey felt threatened by the church and Le

The Baleiya Faith that venerates the Goddess

The Baleiya faith has long been a native, local belief; its predecessor is also called the "Licia Faith." It worships the goddess Licia, who is said to speak to people from within the Spirium, and regards the words of shrine maidens who harbor Licia as oracles. From those oracles they gained knowledge about the Crystal World's legacies, such as Soma and Zerom, and Baleiya adherents became adept at using them. During the Unification War, some Baleiya followers rebelled against imperial repression, but they were suppressed by the Imperial Army and the New Baleiya led by Labrador. Labrador himself was a devout Baleiya believer, but in the late stages of the Unification War he submitted to the Empire with Soma users under his command. He founded a Crystal Knight Order composed of trained Soma users and helped bring the Unification War to an end. Because of that contribution, the Baleiya faith was recognized as the state religion and came to hold power on par with the Imperial Army. The Baleiya symbol, the imaginary creature known as the "winged whale," is said to add wings—symbols of the sky—to the whale that rules the sea, expressing a longing for omnipotence.

It has become a rival colossal structure. Santex Cathedral rivals Max Castle. The Baleiya faith possesses a grandeur like a castle. as seen in the cathedral, it is the holy city of Baleiya.

The Crystal Knight Order possessing Soma is a small, elite force with strong team cohesion

The murals left in the Andale mine depicted Sandrion, a creature resembling a flying whale, and people fleeing in panic. They likely portray the Crystal Folk's repression of the people of the Original World.

Faced with the automatons and Zerom, the native people of the Original World [illegible] resistance. However, through this invasion, it is also true that Crystal World technology flowed into the Original World.

Once flourishing super-civilization

The Crystal Realm is a super-civilization said to have perished roughly 2,000 years ago. All the technologies that remain in the present day—such as soma and thought magic—are legacies of the Crystal Realm. The Crystal Realm advanced particularly in the study of the mind, developing techniques to separate the body and the Spiria, machines powered by thought, and pseudo-Spiria that imitated human Spiria. In their progress they gained lifespans exceeding a thousand years, but once development plateaued they gradually lost the nuance of emotion, and the Spiria began to hollow out. As a way to fill that void, the Crystalians ultimately turned to treating wars between themselves as a form of entertainment. The wars were primarily waged by mechanical bodies with pseudo-Spiria—mechanical people—but the scale escalated without restraint, and eventually a thought weapon called Zerom, which invaded human Spiria, was born. To improve Zerom, the Crystalians plotted to use the people of the Twin Star (Prime World) as test subjects, built Sandrion, and launched an invasion of the Prime World. Sacrificing countless Prime World inhabitants, Zerom evolved explosively, but that

QUARTIA

Crystal World

It has an eerie silhouette. Like a fusion with plants, when the black moon Gardenia activated

Gardenia possessed overwhelming power, sucking Spiria from the entire planet.

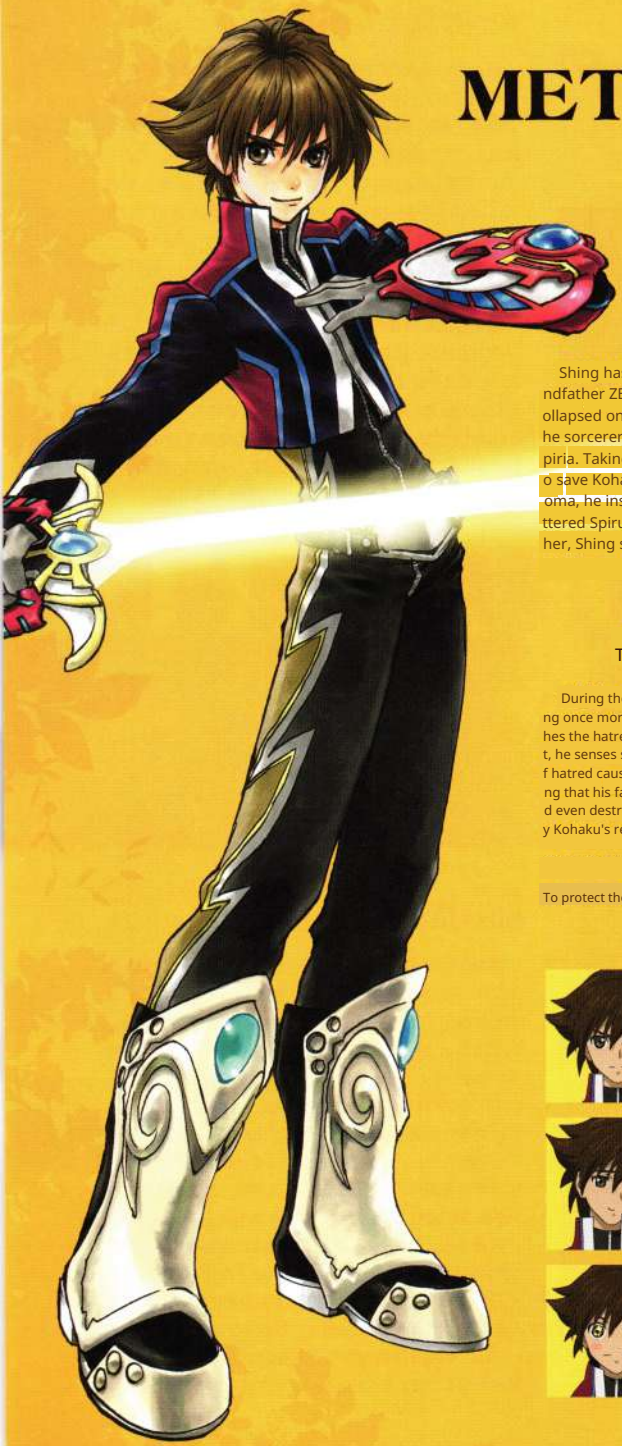
The White Moon and the Black Moon

Feeling a crisis over the endless war, Creed Graphite, the Crystal Realm's foremost thought magician, created Gardenia, a super-large Zerom. He believed that using Gardenia—poison to counter poison—to absorb the warring Spiria from all Crystalians would end the conflict. However, Gardenia became a monster beyond even its creator Creed's control. Once activated, Gardenia went berserk and absorbed all Spiria from the Crystalians. It swelled to planetary size, devouring the Crystal Realm and then reaching out toward the Prime World. This terrifying situation was resolved when the thought magician Flora sacrificed herself to seal Gardenia from within. Yet all life in the Crystal Realm had already had its Spiria taken and had been turned into mere blank white things—"whitened." Unaware of the tragedy of the twin stars, the people of the Prime World called the whitened Crystal Realm the "White Moon" and the sealed Gardenia the "Black Moon," and began to use their orbital cycles to mark the calendar. Only a single fairy tale would ever tell the truth of the two moons.

SHING METEORYTE

Shing Meteorite

Age: 16
Height: 167 cm Weight: 54 kg
Birthplace: Seeble



Chasing the girl's Spiria

Shing has lived in the frontier village of Seeble with his gra ndfather ZEX. One day, he rescued a girl, Kohaku, who had c ollapsed on the shore, and was captivated by her. Suddenly, t he sorcerer Incarose appeared and Kohaku was infected by S piria. Taking his injured grandfather's place, Shing attempts t o save Kohaku using Soma. However, unable to control the S oma, he instead shatters her Spirune. To collect Kohaku's sca ttered Spirune and to defeat Incarose, who took his grandfat her, Shing sets out on a journey with Soma in hand.

The 'Demon King' Lurking Beneath Hatred

During the journey to gather Spirune, Incarose appears before Shi ng once more. When his nemesis injures his comrades, Shing unleas hes the hatred that had been buried deep within him. At that momen t, he senses someone inside himself. The awakening of the Spirune o f hatred causes Creed, who had been sealed there, to awaken. Learni ng that his fate threatens to torment his grandfather and mother an d even destroy the world, Shing nearly succumbs, but is galvanized b y Kohaku's returned emotions and words.

To protect the world where he lives with Kohaku, he challenges Creed in a decisive battle.

Status Screen
Secret Technique "Shōō Shin'ei Zan" (Soa
Shine, my Spiria!!
This is the end!
Sho'ō Shinkage Slash!
When Cross Chase is activated
When the fusion secret ultimate skill is activated

VOICE ACTOR'S INTERVIEW 1/9 | TETSUYA KAKIHARA

Tetsuya Kakihara

Notable works | FAIRY TAIL (Natsu Dragneel)
Hakkenden: Touhou Hakken Ibun (Inuzuka Shino)

What was your impression when you heard that "TOH" would be re-imagined?

When I heard the title "TOH" for the first time in four years since its release, I felt relieved. The "Tales of" series releases a new title every year, so it's sad and lonely when a work I appeared in becomes a past title. "TOH" is a work full of memories for me, so being able to perform it once more in full voice acting was very moving as an actor.

How do you feel about playing Shing again?

As I felt four years ago, I was reminded that he is "pure." Over the past four or five years I've been involved in many works and met characters with various personalities, but Shing is, by far, an exceptionally pure and kind boy. Since this time it's fully voiced, I feel like I was able to understand Shing better than before. The more conversations there are with the surrounding characters, the clearer Shing's inner world becomes.

— Which scene from this recording left the strongest impression on you? The scene of protecting Kohaku is where I put in my all. In particular, there's a scene in the middle of the story where I search for Kohaku in the desert, and it's the moment when I think, "Oh no, I'm going to die, this is bad, I can't be in a place like this,"

—the moment when Kohaku's voice can be heard. Also, Creed. The internal conflict of realizing something like that existed within me, and then recovering thanks to the gentle words of everyone around... I think those are indispensable scenes to build the character of Shing. The story depicts various emotions, but which emotion is the one you most want to never lose, and which would you be willing to lose?

The emotion I could be willing to lose is "shyness." Of course, within legal limits (laughs). From a performance standpoint, if I'm directed to "get naked" or "take it off," I want to be the kind of actor who can comfortably do that. The emotion I most never want to lose is the act of "trusting," and the "joy" of being trusted. I combined the two there.

— Finally, please give a message to the readers. I really love the story of "TOH." It depicts human strength in the process of someone who has lost their emotions regaining them one by one. In a world where the classic "mainstream" stories are becoming rarer, it's wonderful to be able to portray such a straightforward "classic" tale. I'm truly grateful to everyone for allowing me to play Shing once more. Please continue to support me so I can keep playing Shing more and more!!

KOHAK HEARTS

Kohaku Hearts

Age: 17
Height: 158 cm Weight: 45 kg
Hometown: Norquine

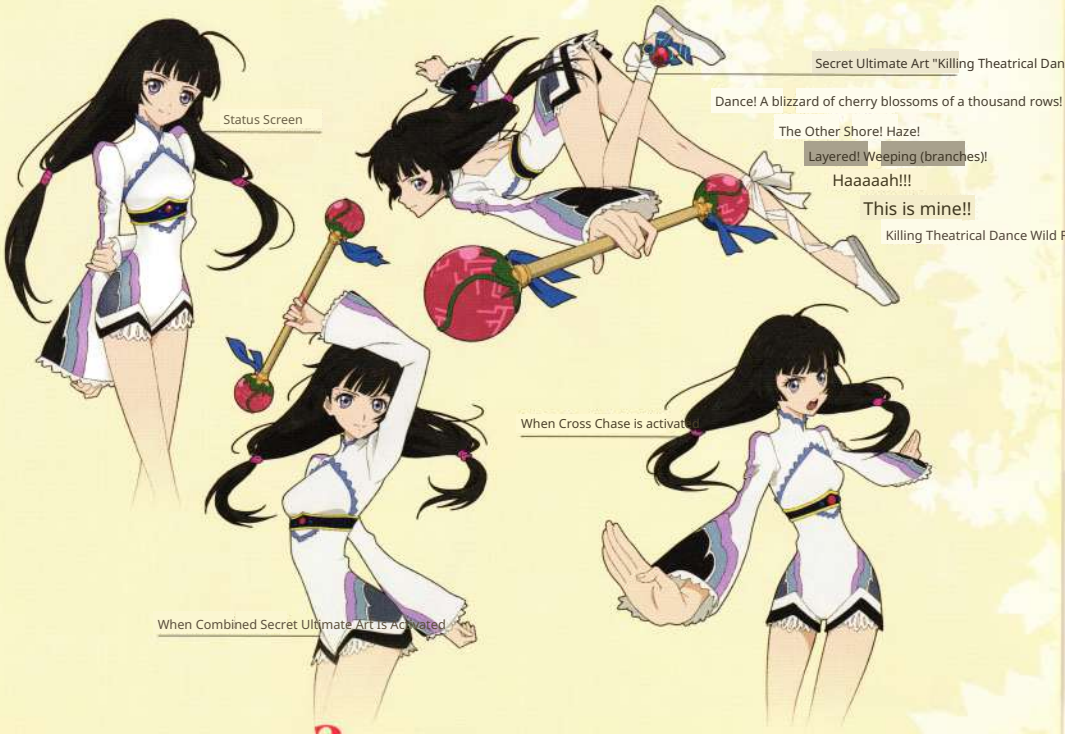
Guided by the voice from the Spiria

The persecuted Valeria believers hid in Norquine. Kohaku, who grew up living there, had been aware from a young age of an entity residing in her Spiria. The being that called itself "Licia" conveyed many things to Kohaku: that it could seal Zerom; about the evil sorcerer who pursued her; and about the Soma needed to oppose him... Her brother Hisui and her aunt did not believe those words, but Kohaku did not doubt them. As she matured and learned self-defense, Kohaku set out for Sheevle Village in search of Soma.

Together toward the future

To weave it

Saved by the boy Shing from Sheevle Village, she found the Soma Kohaku had been rescued, but immediately afterward she was attacked by the sorcerer Incarose. Realizing the danger, Ritchia, to escape the demon's grasp, with Kohaku's consent scattered the Spiriun. The Spiriun were recovered through the efforts of Shing and his companions, and Ritchia also regained her body. However, at the same time Shing was tormented and anguished by the existence called Creed that he had unleashed. "You saved me; now it's my turn to help Shing and everyone." With determination, Kohaku entrusted herself to the Soma left by Shing's mother.


Status Screen
Secret Ultimate Art "Killing Theatrical Dan
Dance! A blizzard of cherry blossoms of a thousand rows!
The Other Shore! Haze!
Layered! Weeping (branches)!
Haaaaah!!!
This is mine!!
Killing Theatrical Dance Wild F
When Cross Chase is activated
When Combined Secret Ultimate Art Is Activated

Marina Inoue

Notable works: Smile Precure! (Nao Midorikawa / Cure March)
Minami-ke Tadaima (Kana Minami)

What was your impression when you heard that "TOH" would be re-imagined? I was extremely happy at the thought that Kohaku could be played once again. However, Kohaku is a very naive character, so along with the joy came the question of whether we could recreate the feel from that time.

There was a lot of anxiety as well. Also, during the previous recording we were able to gather and do it together, but this time it was a solo recording, so I had that worry.

How do you feel about playing Kohaku again?

After actually playing the previous game, I had many reflections on my own acting. I especially made a conscious effort to express the emotion of "fear" more strongly. Also, rather than simply reproducing what I did before, I approached the performance with the intention of creating a new Kohaku that I can portray now. Personally, I feel I was able to achieve a greater range than last time, so I would be grateful if everyone could notice that aspect again. Were there any particular difficulties during a recording session?

Last time, when I first recorded Hearts, I went through a lot of agonizing over how to change my acting as each emotion was gradually restored, and it gave me a chance to rethink how to express emotions. This time, I first recorded the main story,

After that, we recorded the skits. The main story parts were easier to perform because you can tell how much emotion has been regained, but the skits were different. Often I had to perform an unemotional scene right after a lively one, and there were many moments when I wondered, "Where am I now?" (laughs). What impression do you have of the new character Garad?

He's a cool older gentleman. He gives an impression similar to Hisui, but he's a more relaxed, "easygoing" character than him. I feel like he helps lift the team's spirits.

— Various emotions are depicted throughout the story, but which feeling is the one you least want to lose, and conversely, which could you afford to lose? It's hard to say what you wouldn't want to lose — they're all important — but if I had to pick something I could lose, maybe "doubt." The most important thing is... surely that thing. The single most correct answer is "love" (laughs). Friendship, romantic love, many kinds of love are important. Agape — agape (laughs).

— Finally, please give a message to the readers. As a re-imagination, "TOH" has been powered up into a new work. While inheriting the wonderful flow of the past, there are new episodes and additional new characters. There are also a few slightly risqué scenes and costume changes for the characters, so please pay attention to those parts as well and enjoy them with a smile. I personally intend to play it too.

HISUI HEARTS

Hisui Hearts

Age: 18
Height: 184 cm Weight: 70 kg
Hometown: Norquine

The day his beloved younger sister was taken

The outside of the village is full of dangers. You must never leave. For Hisui, who was taught that, his sister Kohaku's determination to "search for Soma" was something he could not readily agree to. However, he could not easily stop Kohaku, who had learned self-defense, and began to consider leaving the village with her. His aunt, the village chief, flew into a rage. They would likely never be able to return to the village, but if it was to protect Kohaku, there was nothing else to be done. As long as he could protect Kohaku, he didn't care

what he would lose. That was what he thought, yet Kohaku was hurt without much resistance.

By a mage, and by an unknown man.

Love with the Sleeping Princess

While searching for the shattered Kohaku Spilune,

Hisui began to accept the man who had hurt his sister, Shing.

After all, it was not Shing who had shattered the Spilune, but a woman named Litia who was inside Kohaku.

Hisui directed hostility toward Litia, but eventually came to understand her harsh fate and her strong will to save the world, and even began to feel love for her. Having learned love, Hisui watched with a gentle gaze as Kohaku and Shing, who were drawn to each other, and the beloved woman who fell into an eternal sleep, were sent off.

When Cross Chase is activated
Status Screen
When Combined Secret Ultimate Art Is Activated
Secret Skill "Gun Dog Eagle: Banfu"
"You think a little pain will settle this, huh! Goraaah!"
Take this, damn you!
Limit Break Gale Slash!
Counter gale!
Vanish and fly awayyyyyy!!!

VOICE ACTOR'S INTERVIEW 3/9 | MASAYA MATSUKAZE

Matsu kaze Masaya

Notable works | Shenmue (Baxatuke Ryo)
Samurai Sentai Shinkenger (Former Shinken Red)

What was your impression when you heard that "TOH" was going to be re-imagined? I thought, "Yay!" I was genuinely happy, and I was also like "Yay!" because I thought changing the hardware would mean more people would play it. At first the office told me it would be just a little re-recording, but in reality we re-recorded everything. When I met Shizuka Itō, who plays Ines, at another session, we even joked, "That wasn't just a little at all. It's almost like a new work," (laughs).

— Hisui has a lot of lines—was it difficult?

This was the most demanding recording session in recent years. Also, last time the main cast recorded together, so we could catch each other's tempo, but this time we didn't have that, so I adjusted while occasionally listening to how (Shing's actor) Kakihara-san would speak. The recording took quite a long time, and during the week we had TOH recording I had to be careful not to overdo it at other sessions so I could keep my focus and energy. Now that that's over, I feel a bit lonely (laughs).

When performing, what parts were difficult?

All of it (laughs). Among the main characters he's the roughest, but... This is a reaction to kindness. And this time he also falls in love... I thought the part of "an endearing delinquent older brother" contains all of those elements, so I pushed the range of everything to the maximum.

— Which scene from this recording left the strongest impression on you? It's the scene at the beginning of the story where Kohaku's Spirune scatters. I feel like there are a lot of important things packed into that moment. Depending on how angry he is, and how heavy it is, there has always been a kind of baseline for Hisui's attitude toward Shing. We've shifted some of the points from the previous work—like where to breathe, and at what point Kohaku's being broken is noticed.

— The story depicts various emotions; which emotion do you least want to lose, and conversely which one would be okay to lose? Rather than something I could lose, I don't really have much "shame" to begin with (laughs). Given this line of work, there's no time to be bashful—I might have to go on a journey to find some (laughs). As for what I don't want to lose, it's probably "joy." I think if people don't have "joy," they won't do anything.

— Finally, please give a message to the readers. Everyone, I hope you will fully complete this book. Understand even the fine settings; each cast member has carefully considered their moments to shine and performed with that in mind, so immerse yourselves in the game's world. Also, I've packed all of myself into this time... I'm looking forward to your impressions (laughs).

BERYL BENITO

Beryl Benito

Age: 18
Height: 148 cm (claims 155 cm) Weight: 38 kg
Origin: Blange

An aspiring court painter—or an assassin?

Beryl, who grew up in the remote village of Blange, is the gran dson of the great painter Sinhara and aspired to become a c ourt painter like his grandfather. Searching for a model for a painting to submit to a contest, Beryl visited C hen, a wealthy man in Henzera. However, after f ailing a task requested by Chen and being affected by a suspicious Spirune, Beryl felt that Chen had destroyed his dream.

Convinced, targeting his life.

Reasons for Traveling

Beryl, who ended up accompanying t he Soma users who saved her. At firs t, she thought it would be just an opportunity to look for motifs fo r her paintings. However, as the j ourney continued, she realized th at she was different from them—la cking both a cause and the resolve. W ithout a reason to fight, she could only be taken along.

It's cruel, such kind words are be

Beri hurt Ryl. Beri wants to quit the journey.

Kohaku was the one who called out to Ru. We were very

ルが、ベリルだから一緒に来てほしいんだ、と。それなら自

I'll go with everyone because I want to be with them. People can unders tand each other without needing reasons... the glow of Soma had proven that.

Status Screen

Secret Technique "Crazy Comet"

Advent kyubii~n!!

Dream Comet that Splits the Continent!

Let's goooo~~!

Crazy Comet!!

When Cross Chase is activated

When Combined Secret Ultimate Art Is Activated

Saeko Chiba

Notable works: Dokuro-chan the Bounty Hunter (Dokuro Mitsukai)
Tetsuwan Birdy DECODE:02 (Birdy Cephon Altera)

What was your impression when you heard that "TOH" would be re-imagined?

Beryl was one of my favorite characters, so when I thought I might be able to play her again, I was extremely happy. In any work, I value my first impression when I see a character, and when I read Beryl's appearance and personality, she fit into me very naturally. I tried that in the initial test, and it seems the production team found her to be a bit funnier than they had imagined (laughs). After deliberation, my interpretation was accepted, and happily Beryl was completed. Because this is a fairly long project since I started performing her, I had some anxiety about whether the recording would continue in the same way, but the more I did it, the more, in a good way, she fell apart (laughs).

What are your impressions of performing Beryl again?

I felt she was more boyish than I had imagined. When I performed her after a long time, it seemed her cuteness came out more prominently, and it took me some time to remember the Beryl I had done before.

Previously, Beryl and Kohaku have become closer than before—are there any episodes about that which left an impression on you?

Last time, there were many scenes where Beryl ended up liking Shing and acted awkwardly toward Kohaku, seeing her as a rival, but this time I was told it would be more about valuing the friendship with Kohaku. Beryl usually jokes around, but in the scenes about friendship with Kohaku she shows that honest side, so even performing it I felt very emotionally involved — it was really gratifying to do.

— What are your impressions of the new character Galad? I heard that Galad is a character from a completely different world, and the idea of that person traveling with us gave me the impression that he would both make jabs and be on the receiving end, which would make Beryl more interesting (laughs). I rather like older men, so I'm happy to have a character like that around.

— Various emotions are depicted in the story, but which emotion do you most want to keep and which, conversely, would be okay to lose? Hmmm, I wonder. That's a tough one. I wouldn't want to lose "trust." Something I'd be okay losing would be "doubt." Beryl was filled with the Spirune of "doubt" and was distrustful to no end (laughs), but if possible, I don't want to have to suspect people.

— Finally, please give a message to the readers. I would be delighted if it makes you laugh (laughs). This time, the overall amount of dialogue increased, I was able to banter with many different people, and I'm truly grateful for that.

INNES LORENZ

Ines Lorentz

Age: 24 years old

Height: 168 cm Weight: 54 kg (self-reported)

Hometown: ???

Cargo carrier “Hibi Nei Nichi”

One-man company president

An expert courier named I

Information from around th

e world gathers at Ness. Accordi

ng to that information, it was released from near Seabu

The light poured down like a meteor shower, and a meteor fell

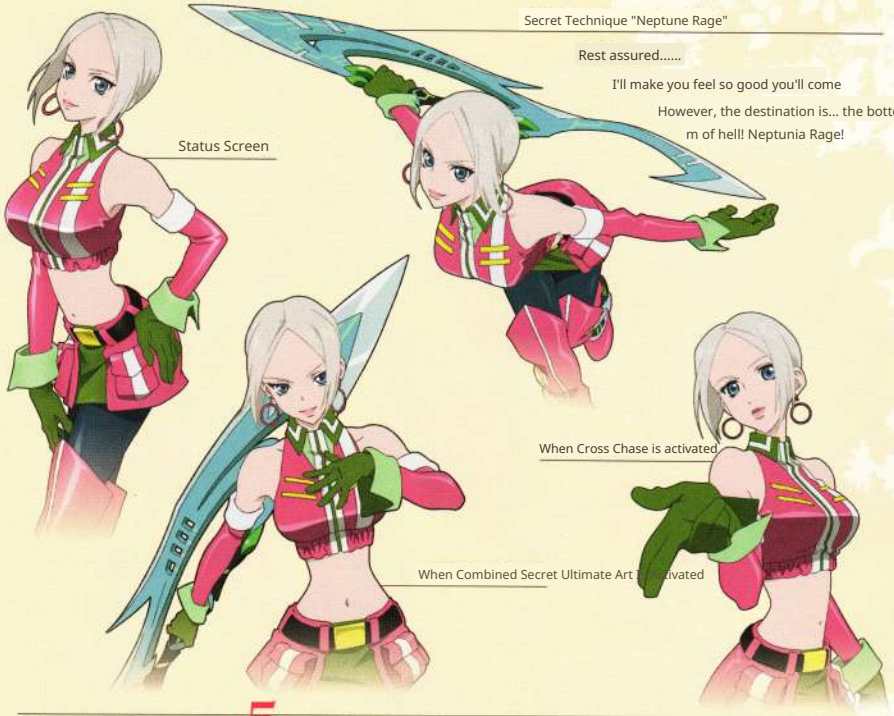
A large-scale outbreak of the Death Bill disease

seems to have occurred in Chita, and Ines, who went to investigate,

Along the way, she discovers a girl who has lost her emoti ons, Kohaku, and a Soma wielder boy, Shing. From that ti me on, Ines visited them wherever they went and guided t hem, so that the special Spirias that person seeks would b e reliably delivered to that person.

For the one I love, until the end

Thus, the girl Kohaku, who bore a special spiria, was handed ov er to Colonel Silver, Ines’s superior. Major Ines Lorentz, of the Imp erial Army’s special operations unit. The reason she was so obedie nt to missions that some considered cruel was that she sought to f ulfill Silver’s wishes as a way to realize a love she could not openly express to him. However, Silver died before that wish could be gra nted, and as a result the world came to fear the shadow of Creed. Not all sins can be atoned for. Yet at the very least, she wanted to give the daughter he loved a happy future. Rejoining Shing and th e others, from whom she had earlier parted ways, Ines vows to ke ep fighting to atone in her own way.


Secret Technique "Neptune Rage"
Rest assured.....
I'll make you feel so good you'll come
However, the destination is... the botto
m of hell! Neptunia Rage!
Status Screen
When Cross Chase is activated
When Combined Secret Ultimate Art

VOICE ACTOR'S INTERVIEW 5/9 | SHIZUKA ITO

Shizuka Ito

Notable works | Knight of the Area (Nana Mishima)
Jormungand (Coco Hekmatyar)

What was your impression when you heard that "TOH" would be re-imagined? I felt nostalgic, and since Ines was a character I really liked, I was happy to be able to play her again. Also, game voices are often recorded individually, but for "TOH" there were times when the cast gathered together, so the recording sessions were a lot of fun.

I was excited that I could do it with everyone again. While recalling and following the feelings from back then, I also approached it with a fresh mindset.

How do you feel about playing Ines again?

The confrontation with Silver and the scenes where she talks about her past are just too heartrending. But even carrying that burden and still being able to face forward and move on — I thought she was truly a strong woman.

— Of the newly recorded parts this time, what left an impression on you? Both Galad and I are mature characters, so I think we were able to interact with each other honestly while respecting one another's consideration. I felt that this is how people move forward in life. Personally, I like Galad's visuals, so thinking about that made me kind of excited (laughs). Also memorable was the scene after Lapis wakes up and says, "Big sis, I'm scared," which hurts. It felt fresh, like a mother troubled with raising a child.

— Ines, contrary to her usual words and actions, is very feminine on the inside, and that's one of her charms.

I think Ines is the type who is very popular with men. I'm jealous (laughs). Wonderful adults like Galad, who understand her, also come close to her.

— The story portrays various emotions, but which emotion do you least want to lose, and which one would be okay to lose? The thing I don't want to lose is "trust." Both the feeling of trusting and being trusted. "Love" is kind of embarrassing (laughs). An emotion that would be okay to lose... probably "anger." It's more fun to be smiling all the time, right? When I get angry, I bottle up the feeling inside and stay irritated or depressed for a long time. If that could disappear and I could accept things with a more generous heart, that would be nice. Q: Do you do anything in particular to protect "trust" in your daily life? I tend to trust people right away and am easily deceived (laughs). But I think trusting people to that extent might make others trust you back. Losing the ability to trust people is the loneliest thing.

— Finally, please give a message to the readers. With the story now fully voiced and new episodes added, I think it has become a very substantial and interesting work. Whether you played before or are about to start, please enjoy TOHR together with its captivating characters.

KUNZITE

Kunzite

Age: 20 years (appearance)
Height: 193 cm
Weight: 77 kg (excluding armor)
Place of origin: Crystal Realm

Falls into a long sleep

Robot

A sturdy mechanical body and an imperishable pseudo-s

Machine person with Piria. Among them, ubiquitous

Ku, manufactured as a jack-type with excellent usability

Kuntsait was honored with the duty of guardian automat on charged with protecting the powerful telepathic mage Ritia. When the Crystal Realm once walked the path of dest ruction, Kuntsait, who served as Ritia's guardian, clashed w ith Incarose, Creed's guardian automaton. They both suffe red heavy losses and entered a long slumber.

The guardian will protect its master forever

The kunzite excavated by the Imperial Army sensed Kohak u—the vessel of Ritia—approaching and awakened from dor mancy. Since then, the kunzite, who had been traveling with Shing and the others, noticed a change in its Spiria. Having li ved only for its mission until now, it began to feel affection a nd tenderness toward beings other than its master. It also fe lt for its master a dear emotion that was not blind devotion. Upon learning that Ritia's lifespan would not be long, the kun zite sealed its master within its own Spiral Maze and chose t o return to dormancy itself—if only to fulfill its wish that the master would continue living.

When the Combined Secret Art is Activated
Status Screen
When Cross Chase is activated
Secret Art "Shura Inter-Mausoleum Kill"
Those who stand in my way... I wi
ll destroy them all!
Shura Mankoku Satsu!

VOICE ACTOR'S INTERVIEW 6/9 | HOZUMI GODA

Hozumi Gouda

Notable works: Armored Trooper VOTOMS (Kiriko Kyuubii)
The Mentalist (Patrick [dubbed])

Q: What was your impression when you heard "TOH" would be re-imagined?

I'm genuinely happy to be able to meet a character I've played before again. The character Kunzite is a machina (mechanical person), so creating that kind of character with a distinctive lack of emotion is a bit unusual and fun. Although people have emotions, you intentionally act robot-like. There's a gap between that and human emotions — where an ordinary person would react in a certain way, the robot remains emotionless — and I find that interesting.

Q: How did it feel to play Kunzite again?

Since he's a machina, I set a personal rule that every single word must be spoken clearly. Of course that's also part of the direction I was given. Over time I became stricter with myself; if I wasn't satisfied I'd ask to do another take. In a way I increased the difficulty for myself, so it probably took a bit more time.

Q: Which parts of the performance were difficult?

Expressing emotion while still being a machina... the subtle emotional expressions were tricky. It's simply a matter of how lines are delivered — the way he speaks — like wondering if a machine should be allowed to have such ambiguous pronunciation.

For a human role, emotions influence how clearly everything is spoken — not everything has to be articulated perfectly. Kunzite is a character for whom that isn't permissible, so I was very mindful of that aspect and found it more difficult than when I performed the role before.

— Various emotions are depicted in the story, but which emotion do you least want to lose, and conversely, which would be okay to lose? I worry about whether one should deliberately aim for something like that. It feels like if I don't answer seriously, my humanity might be questioned (laughs). But then, shall I deliberately aim for it? (laughs). What I don't want to lose is probably "a sense of shame." I feel you shouldn't lose at least a minimal sense of shame. As for what could be okay to lose—it's hard to say—perhaps "fear." This isn't a time to be afraid (laughs).

— Finally, please give a message to the readers. The actions and motivations of Kuntzaite—obeying and wanting to serve his master—are, in a sense, "selfless love," aren't they? The bonds between people, which might otherwise be fading, deepen through some kind of fate or connection. It feels to me as if Kuntzaite, being a mechanical person, reminds us of that, and that's why I play Kuntzaite. So I find the feelings toward Lady Litia very comforting. I want people to feel that. Also, perhaps as an extension of that, I'd like people to sense the connections and trust between Shing and the party members.

CALCEDNY ARCOME

Chalcedony Arkham

Age: 16
Height: 162 cm Weight: 48 kg
Origin: ???

Captain of the proud Crystal Knights

Chalcedony, who is the son of the leader of the Valeria faith, was destined to become a Crystal Knight from childhood. Although his father placed him as captain of the Crystal Knights for political reasons, he nonetheless took pride in protecting the people as a knight and in guarding the emperor he revered. However, the constraints of knightly pride imposed on himself entwined with his spirit, and eventually filled him with anger at his own shortcomings,

This created an opening for Zerom to take advantage of.

Protect the one you love

For that purpose

The one who saved Chalcedony, who had con

was Shing and his companions, enemies of the

After that, she accompanied them and became a person pursued by the military herself, but when Max Castle faced the threat of falling, she regained her pride once more. She could not abandon the natural pride of a man who saves the woman he loves. Chalcedony, having saved the woman she loved — Empress Baraiba — vowed to bring her eternal love and peace.

Hiroshi Kamiya

Notable works | Mobile Suit Gundam AGE (Zeheart Galette)
Nisemonogatari Araragi Koyomi

What was your impression when you heard that "TOH" would be re-imagined? Since it's being released on the handheld PSVita, which is an exceptionally powerful piece of hardware for a portable console, I thought it would likely feature full voice acting and much flashier visual presentation.

I was really happy when they told me it was decided. But when I thought about it more, I realized we'd have to re-record everything again, and that made me feel a bit overwhelmed (laughs).

Was the previous recording session difficult as well?

Last time, I heard the main cast recorded together, but I recorded alone. I had to record the equivalent of two script booklets in one day—standing silently in front of the mic for hours, ultimately just reciting long strings of kanji. It's basically a technique. You keep shouting that forever (laughs). Game recording is extremely grueling, but even so, there is joy in being able to work on the "Tales of" series.

— Which scene from this recording left the strongest impression on you? Compared to the previous title, there are many more conversation scenes with Shing this time, aren't there? For example, Shing calls Calcedony "Cal" without honorifics, and she snaps back, "Don't call me Cal."

Because she becomes a party character this time, those moments are very much highlighted, and that left an impression on me. You begin to see how this character speaks with others, and I felt I could view Calcedony as a more three-dimensional character.

— The story depicts a variety of emotions—what is the one emotion you most want to keep, and conversely, one you wouldn't mind losing? What I most don't want to lose is "trust," and the one I could lose is "suspicion." I guess that's the same as everyone else. But it can't be helped. Our work is such that one day we might get a phone call telling us "be at studio XX on this date," and that's all we're told. There isn't a contract for each individual day, so you wonder what would happen if you didn't show up. The production side trusts that you'll come. This industry functions on that relationship of trust. So losing that trust is really frightening.

— Finally, please give a message to the readers.

I'm very happy that it's being re-imagined after four years. If you played the previous title, please enjoy the added content. Also, "TOH" is a very straightforward story about fighting for the heroine, so even if you haven't played the previous game, I think it's a good entry point into the "Tales of" series.

GALANDO GRINUS

Galad Grinas

Age: 45
Height: 187 cm Weight: 88 kg
Origin: ???

20 years of time

Living with Soma

Before the Empire's War of Uni fication began and while Galad w as still living in that land, the Despill disease spread, and he lost his belov ed wife and daughter. A terrible illness a gainst which human power was helpless ... e ven so, he could not forgive himself for not being able to do anything for his wife and daughter.

Galad, who vowed to eradicate Deathbill disease, taught himself h ow to handle Soma and wandered the world for a long twenty years.

The original purpose I had forgotten

One day, a young Soma user and a girl who had lost h er Spirun appeared before Garad. The girl's condition was not merely the Deathbill disease. Garad thought that perhaps their journey might help him achieve his own goal, so he offered to accompany them. A s a result of the journey, Zerom, the monster that de vours Spiria, was sealed, and the Deathbill disease was eradicated. Having fulfilled his purpose in "this world," Garad suddenly decided: isn't it about time to go home?

Secret Technique "Whirling Storm Fire Claw Style"
Here's my special move! Take this!
Not done yet, here I go! Whirlwind Fire Claw!
Status Screen
When Combined Secret Ultimate Art Is Activated
When Cross Chase is activated

VOICE ACTOR'S INTERVIEW 8/9 | HIDEO ISHIKAWA

Hideo Ishikawa

Notable works | Shin (Change!!) Getter Robo: The Last Day of the World (Ryoma Nagare)
The Outcast Hero's Sadistic Aesthetics (Kenyu Onizuka)

— What are your impressions upon being chosen to play the new character, Galad?

I've actually appeared fairly often in the "Tales of" series, but this is my first time being a party member. Finally a party member role has come around to me—it's my turn at last. I felt relieved, like "so that's how it was" (laughs). Thank you for your help (laughs).

So, after actually performing, how was it?

At first, when I was shown the rough sketches of the character, he looked like a "Matagi" (mountain hunter) (laughs). And he looked so much like an old man that I thought, "Wow—this old guy? I'm going to play this guy? Well, I've come this far, huh." I've been allowed to play old-man roles in various works, but nothing quite like this before, so I was worried about how closely I could bring the role to life. After that, when I saw the properly drawn illustrations, I felt a bit relieved (laughs).

At first, was your initial impression of the character different from the final version?

From his appearance, I thought he'd be more outrageous, but rather he's the image of a cool adult. Also, the original setting described him as "taciturn," but he's not taciturn at all (laughs). I even thought, "Just forget the 'taciturn' part," so I approached him with the image of "an older guy who shares the same viewpoint." How did you feel about the other characters?

I thought he would make a good pair with Ines, who often teases others and, together with him, observes the other characters with a detached perspective. I also like his conversations with Chalcedony and Kunzite. Especially the scenes with Kunzite. Kunzite is originally a non-human automaton, yet he tells him, "You're already a fine human being," and I think this is one of Galad's good qualities.

— The story portrays many different emotions—what is the one feeling you would least like to lose, and conversely, what feeling would be okay to lose? There's no feeling that's okay to lose. However, perhaps "doubt" might be unnecessary. I don't want to be inclined to doubt people. If there's something I must have, it's "trust." If I have to doubt trust, I'd rather keep trusting and be betrayed—if it only makes me sad, that's bearable. Also, I want to retain the sense of "fear." It's precisely because humans have a feeling of "fear" that they can control themselves.

— Finally, please give a message to the readers. The new character is such an old man, but he brings his own good flavor as an old man, and I think he's making efforts so as not to get in the way of the party members and instead to add depth to the group. I would be happy if you could feel that.

RICHEA SPODUNE

Richea Spodune

Age: 14 (appearance) Height: 149 cm Weight: 71 kg Origin: Crystal Realm

The "Sleeping Beauty" dwelling within the girl

Two thousand years ago, Gardenia was sealed through the sacrifice of his sister Flora, but Creed did not give up. Litia mustered her remaining strength and sealed both her and Creed's bodies into Sandrion. She fled as a spirit into the Spiria of the people of the original world. And in the present day, hiding within Kohaku's Spiria, Litia felt her lifespan waning. If she disappeared, the Zerom she had sealed would be released, and there would be no one left to stop Creed. She had to be found before that. The Soma her sister left behind, and the being who, by that power, could lead people toward harmony.

VOICE ACTOR'S INTERVIEW 9/9 | KAORI SHIMIZU

Kari Shimizu

Notable works | Super Robot Wars OG - The Inspector (Lamia Loveless)
Phi Brain: Kami no Puzzle (Itou Nonoha)

1. What was your impression when you heard that "TOH" would be re-imagined? After I appeared in "TOH", I received an enormous response from my friends. So, along with the joy of being able to play Ritia again, I also felt that it had been a little while since last time, I felt a fluttering "I wonder if it will be okay."

What are your impressions of playing Lithia again?

When I first voiced her, I was surprised that although Ritia looks so cute, internally she's been alive for thousands of years. Back then I was younger, so I just threw myself into the performance, but as I approached my late twenties I became more conscious of my vocal quality and solid acting. I started to wonder who I was portraying and around what emotional line I should be, which brought a bit of tension. The scene that left the deepest impression on me from this recording session is the conversation with Hisui as the distance between them shortens. For example, there's a scene where they ride the Ferris wheel together, but when we first recorded it I was overly conscious of a kind of bashfulness or subtle sense of distance—They said riding with Ntzait looked more fun. There was a retake along the lines of, "Le (laughs)

The amount of past depictions has increased — how was that for you? When portraying modern Litia, I carried the feeling of "I am a sinner," but in the scenes depicting the past with Flora and Creed, I made a conscious effort to express my feelings directly.

— Various emotions are depicted in the story, but which emotion is the one you least want to lose, and conversely, which one would be okay to lose? That's a difficult question. The thing I least want to lose is probably "joy." I'm the type who can keep going when there's something fun, so I'd hate to lose "joy" or "enjoyment." As for something I wouldn't mind losing, perhaps "shyness." Or rather, "shyness" is already gone for me, so it's fine (laughs).

— Lastly, please give a message to the readers. Whether you played the previous installment or are joining from this one, I think you'll enjoy it. This time there are newly recorded sections, and it's got even more content than before, so I believe you'll enjoy it more. Also, I sing a lullaby this time, so I hope you can listen to it and have a good, relaxing rest (laughs).

ILLUST GALLERY

[Illustration Gallery]

Galad concept art

Boss cut-in

Incarloss
"Rose Stachel"

Limiter release...
Power core,
Overdrive.....
Maximum convergence of thought energy.
Rose Stachel!

Incarnrose ILL
"Twine Ende"

Burn it into your eyes!
No need for feelings!
My body is that person's sword!
That person's shield!
Twine Ende!!

Creed "Deadstar"

Kuhaha! It's over!
Smash all things of creation and annihilate all sentient beings!!
Deadstar!!

PANDECT OF CHARACTERS

[Character Compendium]

Ames Wong
CV: Daichu Mizushima

The champion of the Lio Grand Prix held in Yurai o and a man who holds the title of World Hero. However, contrary to the name "hero," his fighting style is cunning. In the race to reach the top of the tower he takes a n airship to get ahead, and in actual co mbat he casually uses bombs and throw ing knives. The reason he clings so tight ly to the champion's seat is to earn the maintenance costs to protect the airshi p left by his lover.

Aiora Hearts
CV: Yamaguchi Yuriko

Mother of Kohaku and Hisui and the shrine mai den who bore Litia. Zirc onia, in which Creed resides, and During the confrontation, the Spiria is destroyed, but just before that, he transferred Litia, who was inside his stomach, to Kohaku to protect her.

Arago
CV: Kiyomitsu Mizunai

An artist living in Branju , who calls himself a ma ster, paints murals on t he mountain. Beryl's He is also my painting mentor. The paintings he creates seem to have plagiarized Shinha's works. It apparently resembles sea urchin, but.....

Alto
CV:—

Members of the myster ious organization "Jet- Black Wings," which is said to be investigating the world's secrets. Active with The reasons and causes are unknown, a nd it is rumored that by a mysterious po wer it freely travels through various worlds.

Alek
CV:-

An butler who works at t he emperor's villa in Sh arlow. More than worryi ng about the emperor Marin, He is concerned about the maid Cassit y, his companion. Or rather, he is inter ested in the maid outfit that Cassity is wearing.

An
CV:-

One of the traveling me rchant Orbe's daughters . Although still young, s he keeps up firmly with the harsh life of a traveling merchant. Sh e was not afraid of the automaton Kunci te she met in Dozmor and approached it familiarly, calling it "Kunchait".

Incarnus
CV: Junko Minagawa

Creed's guardian automaton —a queen-type machine adept at thought-manipulation arts. It is equipped with the ability to operate seven bodies from a single Spiria, but many were destroyed in past battles, and only four bodies remain. Since being praised for her own red eyes as beautiful, feelings of love have begun to blossom.

Uranium
CV:—

The astronomer Yūkure su A woman who harbo rs affection for Yūkures She feels frustrated with the shy He pretended to have Deathville disease to attract attention, but that actually en ded up causing Eurecles' Deathville disease.

Ekaiyu (Maika Zimmer)
CV: Kaori Ayaki

An able secretary who a ssists the shipping mag nate Chen. She has lost memories of her past, but she is connected Responds to the word "voyage." His re al name is Maika Zimmer, and he was f ormerly an authority on airship research.

Orb
CV: Kiyomitsu Mizunai

Mainly an Old Mine A me rchant trading across th e continent. He ventures even into places with mo nsters and is married by his wife Cindy an d daughter Ann, so he might actually be quite capable.

Kaia
CV:—

The boy from Norkin w ho is attached to Kohak u and lives with the vill age chief Sheila. Open It seems they know the secret of Kohak u's room, which has become a safe haven.

Garnet
CV: Kenyu Horiuchi

A dealer who mainly ope rates in the imperial capi tal. He is close to Ines an d the military and is inve stigating the heritage of the crystarium. His true identity is Colonel Silva, the com mander of the Empire Army's special operati

Karin
CV:—

A girl living in Rave. Sh e is actually a mist fox d isguised as a human, a nd she worries about a friend she left behi

Kasithi
CV: Masayo Kurata

A maid who was caring for Marin at Shallow's villa. She became desperate due to the influence of the sorrowful Spirun that inhabited Marin, but was saved by Shing and his group.

Creed Grafite
CV: Shinichiro Miki

Renowned as the strongest psychic magician of the Crystal Realm, he was the very person who created Gardenia and brought about the Crystal Realm's destruction. After Flora sealed Gardenia, in order to fulfill his pure desire to revive Flora and the Crystal Realm, he plotted Gardenia's reactivation and the absorption of Spiria from the Prime World. After the battle with Rithia, he drifted through the Spiria of Prime World people; when he was about to be expelled from Zirconia's Spiria, he possessed Shing from his fetal days who was present there, and thus survived.

Krinoseraph
CV: Kenjiro Tsuda

Flora's guardian automaton, an ace model specialized for combat. A shield-bearing defensive type with offensive. He demonstrates his true worth by cooperating with the type of Chronoselaph. He harbors deep feelings for Flora and fiercely hates Creed and Litia, who caused Flora to be lost.

Kuroaserafu (Crosseraph)
CV: Koji Yusa

Ace-type automaton that is the counterpart to Kurinocelaph. It is joyful about having gained freedom after its ward, Flora, disappeared. It feels something like friendship toward Kunzite and plans to free Kunzite by killing Licia.

Groslier
CV: Kiyonobu Hayashida

An admiral who commands the Imperial Army and can be called the de facto leader of the Max Empire. He resents the equally powerful Valea Church and had plotted to remove its pontiff Labrador from power, but promised cooperation when he learned of the world's crisis.

Cornelpin
CV: Hirozo Shioya

A major general of the Imperial Army. He is responsible for the Rignator garrison, a major military base, and conducts Zerom research underground. As a result of his research, he found a way to strengthen soldiers by having Zerom possess them.

Korandarm
CV: Tomoko Kaneda

A joker-type automaton skilled in information processing. She will not operate unless a thought-warlock is set as her management core. She can pseudo-animate Sandrion, which does not move otherwise. Having been overworked by Creed destabilized her spiria, and after encountering Licia's kindness she decides to cooperate with Shing and the others.

Sasha
CV:—

Signboard girl of Goose Inn. Due to the embarrassment-inducing influence of the spirlune, she could not appear in public.

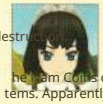
Sango Corallo
CV: Rina Satō

She is the daughter of shipping magnate Chen and serves as the captain of a ferry. Perhaps because of her inherited bold personality, her ship handling is rather rough, and she often ends up throwing passengers into the sea. She likes Nyusupotto-kun.

Sheila Hearts
CV: Yuriko Yamaguchi

The village chief who oversees Norquin. She is Aiola's younger sister and the aunt of Kohaku and Hisui. She prioritizes the children Aiola left behind and the survival of the village protected by the barrier of the giant thoughtstone, and is cold to outsiders. When excited, she speaks in dialect.

Citrine
CV: -



A woman in a maid outfit who collects Nam Coins scattered across the world. Depending on the Nam Coins collected, she gives rare items. Apparently, she is actually a member of the "Jet-Black Wings," and collecting Nam Coins seems to be part of her mis

Zirconia de Re
CV: Akio Iizuka

The first emperor of the Max Empire. He possessed extraordinary power and knowledge, but those belonged to Creed, who had taken up residence in Spiria. After Creed slipped away, out of fear and remorse he sealed off Spiria himself and became barely able to speak. He was thought to have died, but is hidden in Rave Village.

Silva (Isaac Silva)
CV: KENYU HORIUCHI

He is a man who leads the Imperial Army's special operations unit, holding the rank of colonel. He lost his wife due to a failure in the army's weapons experiment, and his daughter lost her emotions. He feels anger toward both himself, who carried out the experiment despite his concerns, and the military, which forced the experiment through. Using the informant Gannett's appearances and his subordinate Ines, he is advancing investigations into the Soma and Sandrion, relics of the Crystal Realm

Cindy
CV:堀越真己

The wife of traveling merchant Orb. She possesses the strength of a Spirian who does not falt even on roads full of monsters. Because she carries a large number of tools with her, she is presumed to be quite strong in arm power.

Sinhara Benito
CV: -

He is Beryl's grandfather and a genius painter who was favored by Emperor Zirconia. Beryl thinks him a heartless man who won't return home, but in reality he was held under house arrest by the empire and could not return.

Streegaw (Geo Streegaw)
CV: Yasutsugu Ishii

A member of the Imperial Army's special duty unit who wields a drill-shaped Soma. He takes pleasure in inflicting pain on others, and also has the abnormal hobby of extracting the Spirun from humans who are sunk in despair and collecting them. He stays with Silva because he enjoys watching Silva agonize while concealing that he stole Silva's daughter's Spirun. After Silva's death, he ingratiated himself with Creed and promised to receive a share of the Spirun collected by Gardenia. In the end, he possessed Zerom himself and, driven mad, challenged Shing and the others.

Spin
CV:—

Pransule Orphanage orphan boy. He lives in the orphanage. He looks up to Peridot like an older sister and cherishes Nor as if she were a younger sister. He wants to train someday to become the same Crystal Knight as Peridot.

Sumisona
CV:—

A renowned painter who has an atelier in Sharlow. Afraid of losing his status and honor after being judged lacking in talent. To preserve his reputation, he lied a few years ago that he had "lost his sight" and retired.

Zex Meteorite
CV: BAKUO

He is Shing's grandfather and Dona's father. During the Empire's unification wars he was a Soma user of the Valea faith, and, following the words of Litia who dwelled in Aiora, resisted Creed who took the form of Zirconia. Zex's Soma is the same as Shing's, but if Zex manifests his weapon, it becomes an axe-type weapon rather than a sword.

Chen Corallo
CV: Yōsuke Akimoto

A legendary man who is said to have sailed the seas worldwide and is now a shipping magnate controlling maritime trade across the globe. Based in Henzera, he is honored with the adult title (Taren) denoting a great person and is called Lord Chen. Chen once aspired to be a painter, but while traveling by ship he was attacked by pirates and had his arm broken. He abandoned his dream of becoming a painter, but his talent as a shipping merchant blossomed, leading to his current status.

Tekta de Re
CV: Hideyuki Tanaka

A handsome man who practices as a healer in the village of Reeve. He does not reveal his given name because, if revealed, people would know he is the son of the

In his youth he used his status to live selfishly, but after being reprimanded by Donna, whom he met by chance, he changed his ways. Later, upon learning that his father Zirconia was being manipulated by Creed, Tekta decided to fight alongside Zex and Donna. After the battle, he secretly brought his father, who had sealed Spiria, to Reeve and is seeking a path of healing.

Donna Meteorite
CV: Rina Satō

She is Shing's mother and Zexus's daughter, a Soma user. Rough and quick to pick fights, she nonetheless possessed a kindness that cared for others. When confronting the Creed dwelling within Zirconia, the spiritual form of Creed escaped from Zirconia and entered the unborn Shing who was then in her womb. She fought desperately to prevent her son from being taken, sealing Creed within Shing's vengeful Spirun, but as a consequence she lost her emotions.

Nefrite
CV:—

A member of the mysterious organization "Jet-Black Wings." They gather the rare thought-stones obtained in this world and forge powerful armor from them as materials. The details of how they are able to do this remain unknown.

Nell
CV: -

A girl at the Pransule orphanage. She is often together with Spin, whom she feels is like an older brother. She suffers from an illness and sometimes coughs with a "cough cough."

Noir Aile
CV:—

One of the bishoujo crystal knights, Shubabieru, whose name means "Moon Wing." Although her name is similar, she and others say she has nothing to do with the "Jet-Black Wing."

Pearl
CV:—

The wife of Special Forces Commander Colonel Silver. She was caught in a failed imperial weapons experiment and lost her life.

Vairox Burrows
CV: Kenta Miyake

A crystal knight serving Chalcedony and a user of a large soma that functions like a cannon. He is monstrously strong as he looks, but his movements are also quick. He has been by Chalcedony's side since childhood and still takes care of Chalcedony's daily needs like cleaning, washing, and cooking. From years of experience his cooking skills are superb, and both Chalcedony and Peridot acknowledge them.

Paraíba Marine do Ré (Paraíba Marine
CV: Mamiko Noto

The niece of the late Emperor Zirconia and the current Emperor of the Max Empire. Ashamed of herself for lacking the authority of an emperor, she feels lonely in a state where no one needs her, allowing Zerom to take advantage of her. Rescued by Kalsedony, she finally hears the confession he had been waiting to say, and she recovers with the resolve to fulfill her duties as emperor.

BranEir
CV:–

One of the beautiful girl crystal knights, Schubariell (Shubariell). Her name means "Wings of the Sun." She fights monsters and Zero Because he is unfazed by the possessing soldiers, He/She/They are believed to be quite skilled.

Flora Spodeune
CV: Rieko Takahashi

The older sister of Litia and a powerful telepath comparable to Creed. Sensing something unsettling about Creed's Gardenia Project, she advanced the Briar Forest Project as a countermeasure. The Briar Forest Project aimed to use the Briar Forest, Sandrion, as a vast medium to connect everyone's spiria through the power of soma—an ideal plan to end war by fostering mutual understanding among people.

Heliobenito
CV:-

Shinhara Benito's wife and Beryl's grandmother. All her relatives are gone, and she lives alone in Tanjuku. She seems to be on friendly terms with the painter Arago, as if they were a married couple.

Peridot Hamilton
CV: Sakura Nogawa

The crystal knight belonging to the Chalcedony squad, with hair and a personality that both stick out; a rebellious type. Their ability is certainly reliable. However, he has a rash tendency to act the moment an idea comes to him, and for his failures he has been ordered by Carcedony to polish the cathedral floor. Originally from the Planseul orphanage, he hopes to earn money by accomplishing deeds so he can make the orphanage children happy. Lately he has been worried about his soft, pudgy stomach, but he has not come up with any countermeasures.

Beruru
CV: -

A cloud sheep kept as a pet by Beryl. It approaches Beryl while making a "Mokum okuu" call, but due to its physiology it accumulates tremendous static electricity and ends up electrocuting Beryl.

Morgah
CV: Shōzō Iizuka

Sergeant of the Imperial Army stationed at the Rignator garrison. He is the guard of Shing and the others who were He is entrusted with watching over them, but feels reluctant to torture the youths. In the end, he becomes possessed by Zerom.

Yukuresu
CV: Katsumi Toriumi

An astronomer living in Kyunos. While observing the White Moon and the Moon, he came to realize that they were fairy tales

Feeling as if it would fall on me, I fled into a cave. In the end, it was not a delusion, however.....

Ravis
CV:-

She was Silva's daughter and had been rendered unconscious after the Spirune was taken by Stree Gau. She ha Even after returning, she has not been told what happened to her father and mother, and she is waiting for the return of Ines, a frien

Labrado Arkham
CV: Takashi Matsuyama

The leader of the Valeria faith and the founder of the Crystal Knights His son, Kalsedony, a knight

He made himself the leader of the order and cultivated a close relationship with the Emperor to solidify his own authority. However, he never became a mere power-hungry man; everything was preparation for the revival of Creed. When Groschler destroyed the Soma of the Crystal Knights, he almost gave up, but he felt hope in his son and in Shing and the others, entrusting the future to them.

SYSTEM & BATTLE INTERVIEW

System & Battle Interview

We conducted a direct interview with producer Odate and the development team about the production process of the game's systems and battles. We were also able to hear about the difficulties and behind-the-scenes stories encountered during development.

BANDAI NAMCO Studios
Producer [Executive Producer]

Takashi Odate

Recommended character for battle

It's Galad. He's technical, but reliable whether you play on auto for offense or defense. Also, given Mr. Aoki's tendency to make new characters strong, I'm sure he'll be powerful (laughs).

BANDAI NAMCO Studio
Producer [Production Supervisor]

Mika Murakita

Recommended characters during battle I like setting everyone to auto and watching Kunzait-style aerial combos. This time, with touch and flick allowing various commands, playing as a commander is fun.

BANDAI NAMCO Studio
Director [Development 指揮]

Hironori Naoi

Recommended characters during battle I usually say “everyone” (laughs). If I have to choose, then Shing, who forms the core of the battle balance, and Hisui & Garad, who offer a lot of potential when mastered.

Seventh Chord
Director [Development Management]

Yasumi Aoki

Recommended characters for battle Chalcedony is easy to use, so I often used her. In the Incarose battle at Vamel Volcano, I even tried aiming to defeat her at a deliberately low level. If you fight well, you can win!

For new and longtime fans

The Re-Imagined "Hearts"

——First, please tell us about the development background of "Tales of Hearts R" (hereafter "Hearts R").

Odate: It follows the flow of the Re-Imagination series, and we had already decided to make "Hearts R" back when we were working on "Tales of Innocence R."

Murakita: The order followed the original release sequence. "Tales of Hearts" (hereafter, the original version) has an enormous amount of content, so there was also the reason that making it first would have been difficult (laughs). Odate: When we did "Innocence R," it was the early days of the PlayStation®Vita (hereafter, Vita) launch, so production was incredibly tough. Compared to that, "Hearts R" benefited from lessons learned last time and we organized the production structure accordingly, so the impression was that things went smoothly. That's just how I felt (laughs). I think everyone on the team had their own struggles.

—— What did you pay attention to during development?

Murakita: Being our second title on the Vita and having grown accustomed to development, we focused especially on improving the graphics. Also, there was the challenge of how to fit the enormous volume into the schedule, and I remember asking the staff to work hard on that.

Aoki: For me, it's not something special to this project, but there are things I always consider important when making an RPG. For example, always including a field map, and ensuring that any vehicle that appears rideable can actually be ridden.

Naoi: Personally, from the very beginning I was careful to ensure that we would definitely deliver something good to the fans of the original version. We talked with Baba, the original version's producer, and the staff from that time, interpreted their intentions, and then decided things like "we'll do it this way" or "we'll keep it as is."

Odate: The Re-Imagination is not a conventional remake, so the idea of "reconstructing" is important. We must not dismantle the original version's settings and elements too much, and especially with "Hearts," which has many unique terms and systems, we are very careful about how we interpret them.

Naoi: Also, although the Vita is a handheld, it can deliver expression comparable to a home console. So we aimed for an image like a portable home console: luxurious in parts, yet clear and easy to play.

—— One of the changes from the original version is that the Soma Build has changed significantly, hasn't it?

Murakita: The trigger was when I said, "It's better to be able to get everything," and bro (laughs)

Odate: Another thing was that we wanted to make growth visually easy to understand. We expressed that by tying it to the theme of nurturing the “heart.”

Murakita I think the illustration turned out beautifully. You really did go through a lot of trial and error, didn't you?

Aoki, like he remade it about three times (laughs).

Odate: At first I wrote it on the whiteboard and it was a bla nd panel where I said, "This is fine." But then we changed i t so that it would also be tied into the setting. It's nice that the spirit parameters differ for each character, too. Naoi: In terms of content, the root idea is to make it "easy to un derstand," but with this Soma Build, even at the initial sta ge you already have to decide "which way to develop," an d you might be torn. You think you'll focus on healing, but then you also want "TP save" (laughs). So I think it's a syst em that's both easy to grasp and deeply nuanced.

—— Were the changes to Spell Mazes and Healing Stones also larg ely made to make them easier to understand?

Odate: The randomly generated Spilmazes were also fun, but if we made them too substantial, it would be difficult t o maintain the momentum of the main story. So we adjust ed things so that exploring the Spilmazes would also be pa rt of the main story. The main reason we changed the Hea ling Stones into cooked dishes was that we wanted to conv ey healing methods in a simple way to people who came in from recent Tales of series entries or those playing for the first time. Re·Imagination also has the role of creating a n ew entry point to the Tales of series.

Representing aerial combos in 3D

The Conception of Chase Link

—— Were there any points you paid attention to or devised in cr eating the battle system?

Naoi: It was clear that moving from 2D to 3D would mak e it a completely different thing, so we first referred to r ecent console series. The basic principle was to make it so players who have experienced those games can play without feeling out of place.

Murakita: The part that took the most time was expressin g the original version's battle keyword, aerial (air combat) , in 3D.

Naoi: I thought aerial combat in 3D would become diffic ult to control if made in the normal way, so the starting point was to create an aerial system that anybody can p erform. What came to mind was the chase link & chase move — after you launch an enemy into the air, you "wh oosh" and chase them. Even if you fail you can retry imm ediately, and you can enjoy arranging follow-ups at your own timing. This idea has hardly changed since the begi nning.

Odate: At one point, that idea was explained to me very passionately as, "This is the kind of system it is!" When I first heard it, it didn't clic k, but then they said, "It's like instant teleportation from a certain m anga." Ah, I see — that's great. Also, with down attacks like "Shishise nkou," if you can use chase link you can continue combos, so those moves become easier to use, which was good.

Was Cross Chase added later?

—— Naoi: Cross Chase was there from the start to o. The "Tales Of" series emphasizes a sense of cooperat ion with allies, and I think players accept that, so we de cided to interweave it with the new systems more and more.

Aoki: The idea for Chase Link settled quickly, but what took time was the presentation. I think we repeatedly adjusted the balance so that we could add new visuals without disrupting the flow and tempo of combat.

—— They also added combined Mystic Artes.

Naoi: From the start, it was planned to align the quality with the recent "Tales of" games and to reflect Soma L inks between characters in combat. It was like, "We're doing this, right?" The remaining question was how ma ny we would make. Murakita: While saying we couldn' t make too many, we still slipped in DLC swimsuit cut-in s because we "just had to" (laughs).

—— How did you decide the abilities of the new playable characters, Chalcedony and Galad?

Naoi: Chalcedony was decided quickly. She appears in t he original version, so narratively it made sense for her to join the party without feeling out of place. Aoki: On the combat side, we had roughly settled on the image t hat she'd fight in the air. Since she's constantly flying, w e worried about how to express that (laughs).

Murakita: She's a versatile and cool character who can use both tec hniques and magic and can also heal. She even has "Raise Dead."

大舘 Regarding Galad, Aoki said something like, "Gala d is a mid-range type. Nothing else will be accepted." Aoki: Looking at the balance with the other seven mem bers, we already have enough front-line fighters, and th e magic-users would overlap with Beryl and Conway fro m "Innocence R," so well, mid-range it was... (laughs).

Odate: Also, from the beginning he had a strong old-man vibe, an d I thought, I don't want an old-man spellcaster. I mean, being healed by an old man... Naoi: He does heal, though (laughs).

Aoki: Many weapon ideas came up. Iron fans, guitars, that sort of thi ng. The concept was attacking from mid-range with sound waves.

Murakita: There was even a time when the guitar system actually re ached the implementation stage.

Naoi: But would a guitar appear as a Soma weapon? Br ushes exist, but is a guitar acceptable? An electric guita r in a fantasy setting... for various reasons it was rejecte d (laughs). After that, within the development team's i mage, we had a "mountain man" concept, and we settl ed on an axe or a bush knife.

Aoki: Regarding the combat style, the programmers were like, "Sin ce we have the chance, let's do something interesting!"... The sch edule was tight and they said, "We don't have time, it's impossible."

Even though they had said that, they were happily talking about the new system. What they ended up completing was a pro-style comb at mechanic where you throw an axe and can still control it while it's in flight.

Ōdate is a placement type, right? I was told it was something never seen before in the "Tales of" series, and at first I didn't really get it, but then someone explained, "It's this move from a certain fighting game" (laughs). —So analogies are important, aren't they?

After explaining various things, that example was what got across to him.

(LOL)

—— How were the six characters from the original version, such as Shing and Kohaku, adjusted?

Naoi: The basic idea was to make the characters' traits work as they originally did. I was conscious of ensuring that players who experienced the original version would feel, "Ah, this is how the controls were." Aoki: Ines has become faster and easier to use. Some arts that were very convenient in 2D can become awkward to use in 3D, so we reviewed everything overall, created some new arts, and adjusted the balance.

Murakita — rather than hard work, it was Hisui-san who was difficult to fine-tune, right? Projectile types are weak in 3D (lol).

Naoi: On the other hand, long-range types like Hisui and Beryl become really interesting characters if you can handle them well, including Chase Links. As shown in the promotional video, you can, for example, shoot a launched enemy from a distance with a big blast to enter a Chase Link, then close in using a Chase Move. I definitely want players to try pulling off those cool plays. Odate: If you don't understand a combo, it's good to watch how the AI-controlled allies act on auto. The auto AI is well made and will properly demonstrate example plays.

Aoki: Auto AI for characters will properly consider the situation and use linking moves. It watches factors such as distance and when a move can be canceled, so if you set Kunzite or Chalcedony to auto, they'll sometimes keep performing aerial combos endlessly (laughs).

The uncompromising details and particularities embedded in the sub-events

—— How was a new sub-event added?

The Ferris wheel north of the village—I've always wanted to ride it, you know.

For Ōdate Yuraio, the Ferris wheel and the teacups ended up sparking the idea, "It would be great if the team could ride them together, and while we're at it, bring the Chalcedony squad along too." The staff suggested it, and before we knew it there was a script and we'd recorded it (laughs).

Nakai: We just went with our desires and rode the vibe (laughs).

On that point, Daikan's way of introducing the "Balloon Popping" minigame was amazing. Suddenly, he summoned Naoi and said, "I want a minigame — Balloon Popping!"

Naoi: I thought, "No way — what are you talking about in this busy situation?" However, I also understood the importance of that kind of element, so I consulted Aoki. Aoki: I refused once, but had no choice in the end (laughs). Odate: If this process were found out by Murakita, we'd definitely get scolded. So we went to the meeting secretly. Murakita: I only found out after it was implemented, and they told me something like "it's hard to check and only some staff can do it." I hadn't even been asked about putting it in, and I wondered what they meant by saying the minigame was difficult.

Aoki: The difficulty tuning for the balloon-popping is handled by the battle programmers, and it's aimed entirely at players who are fully accustomed to the controls.

Naoi: Those who manage to accomplish it should feel proud of themselves.

Odate: Well, the high difficulty is part of its "flavor," isn't it? It's like a small, slightly unnecessary ornament on the mix plate. We want to include elements that show the creators' confidence and room to play.

—— Why were Hubert and Bascal chosen as guest characters for the arena?

Naoi: I thought that if everyone could have predicted it, it wouldn't really be a guest, and Hubert and Pascal are popular and Troste-Sho

Since we had collaborated with Mr. N once before, I thought we'd put Toro and Kuro in mascot costumes and have them fight.

In my personal interpretation, at that time Mura-kita was earnestly playing "Tales of Graces," so I just thought it was his current craze or something (laughs).

Murakita: No, no (laughs). But the Toro and Kuro mascot costumes were added afterward because someone said, "Aoki, we want them to wear mascot costumes. They're cute," and had them included.

Naoi: Regarding the two-person secret arts staging — when I went to consult Udo, who handled "Graces," he gave me a ton of materials and said, "Please reproduce the part where the screw falls out. That's important." Also, that thing is reproduced exactly.

Murakita: Which thing is that? (laughs)

Naoi: If you mash the X button during the staging, there's a special effect where MechaSophie and Sophie salute. Because it's a handheld, we reduced the number of presses required.

—— Are there any other bits you were particular about? Naoi: Um, as for gags we couldn't work in... yes, there are some. They were special cut-ins made for Shing and Hisui's skit, but two of them didn't make it into the game (editor's note: see below).

Murakita: Also, is it that Galard's technique names are assigned according to a certain rule?

Naoi: Yes. First, the axe-throwing types use katakana names like "Slash Jaguar," while types that perform consecutive attacks with sword and axe use kanji names such as "○○ no kata" (form of ○○). From Inomata-sensei's illustrations, Galard gives an impression of "animal-ness," so animal names are used for his techniques. Since he's from Trivorse, there was also the intention to shift the usual "Tales of" naming conventions and rules.

Odate: I think it's simply Murakita's taste, but there's a character called "News Pot-kun" hidden in various places. He shows up briefly in towns and houses, and it might be fun to have people try to find him. Murakita: He's a Twitter-bot character that tweets news... I wonder how many of them are hidden (laughs).

Aoki: Once we decided to use him where possible, he ended up being in quite a few places. We also removed him where he didn't fit the atmosphere, so how many there are... I wonder.

— Captain Sango really likes News Pot-kun, doesn't he? Aoki: It's an original that's been re-imagined to fit the times; those are the changes from the original (laughs).

NEXT RE-IMAGINATION

—— Do you have any plans or ideas for the next Re-Imagination work?

Odate: From the start of development on Innocence R, there was an overall plan, and we've somewhat embedded messages into each part and left traces, so you can pretty much imagine it, right? (laughs)

Naoi — I won't say exactly what (laughs).

大舘 In terms of a follow-up work, of course we do intend for there to be a next one for us.

—— Please give a final message to the readers. Murakita: We developed this for quite a long time, so I really feel like it's finally coming to an end. I honestly only have memories of being totally absorbed and running full steam ahead during development, so I just hope that our hard work can reach the players even a little.

Naoi: It changed considerably from 2D to 3D, so I believe even those who played the original version will definitely be able to enjoy it. Conversely, if you come to like this worldview by playing Hearts R, I hope you'll also try the original version. Everyone, please support both Hearts R and Hearts. Many members of the development staff, including Aoki, had enjoyed the original version as players, so while cherishing the original, we lovingly reconstructed it. I think we've created a work that original fans will be satisfied with. Please give it a try.

Ōdate: If you have bought this book, I believe you are already playing it. The development team has really poured attention into every corner, so I hope you take your time and enjoy exploring it thoroughly. Please enjoy it as many times as you like! — Thank you very much.

A skit not used in the game uses a cut-in. It succinctly depicts the change in the relationship between Shing and Hisui.

SCENARIO INTERVIEW

Scenario Interview

Welcoming Mr. Maeda of Gekkō, who was in charge of the scenario

Getting to the Truth Behind the Scenario Reconstruction!

Producer Murakita,

Director Naoi also continued to participate.

Scenario Workshop "Gekkō" (Moonlight)
Scenario Writer

Keishi Maeda

Interview with Mr. Maeda!

What's Changed About the Characters!

Shing is already a straightforward, lovable "idiot," so we didn't change his personality much. After that, it's simply about making him lovey-dovey with Kohaku (laughs). We put the focus on Shing's perspective in the original version, and Kohaku's scenario was also written from Shing's perspective.

At the very beginning there's a short scene of him walking with an energetic Kohaku. I wanted players to see a cute Kohaku and feel that he wanted to "bring back her smile."

Hisui has become a little kinder to Shing. After all, one could see them as having brought misfortune to Shing. And, as expected, the romance with Ryoukha is depicted clearly.

Beryl was in the painful position of being Kohaku's romantic rival, so this time I reversed that and made her Kohaku's close friend. Personally, she was the girl who helped out as a gag-maker.

I took the previously side event of parting with Silva and the interactions with Lapis and made them main elements, emphasizing Ines's own reasons for fighting. There's also the behind-the-scenes idea that she might develop something good with Galard (lol).

With Kunzite, I intended to skillfully build up the growth of Spirian. Friendship with Hisui begins to sprout, and in the end I had Galard acknowledge, "Your Spirian is real."

Chalcedony has the depth of a protagonist class: friendship with Shing, romance with Paraíba, meeting a loved one as a baby, and so on. She even has the charming trait of disliking pirates.

Galard, the oldest in the party, is a teacher-like figure to everyone. I was also conscious of making him the player's mouthpiece. He occupies a similar position to Conway from "Innocence R." Ryoukha already has the resolve to die, so I made her a strong woman willing to save the Original World at the cost of her life. Otherwise, I felt she would not be able to hold onto her feelings for 2,000 years.

The enemies, led by Incarnose, were made to look extremely cool. Even if they are enemies, I didn't want them to be simply unpleasant characters.

To Creed, humans are only crystallized people, and he thinks solely of saving Flora. He feels nothing toward Original World people or machine people. I depicted him with that kind of personality.

I understand the wish for them not to die. But the deaths of Peridot and Vairox are indispensable for Cal's growth. At the very least, I wanted to let them die in a cool way, so it became animated.

The expressiveness of 3D and full voice

Enhance the scenario

—— Where in the overall scenario did you make major changes? Maeda: The biggest change is the new characters, right? Karsedony was in the original version too, but we added new conversations and scenes after he joins the party. Galad occupies a position similar to Ines from the original—as a teacher who uses Soma—and he also serves to guide Ines and Kunzite.

Murakita: Besides that, the scenario's length. It's not simply that the story is longer; rather, there were places where you felt like you wanted to move forward quickly, but a dungeon would appear in between and break the momentum, so we adjusted those parts.

Maeda: We prioritized the pacing of the story rather than the game itself. For example, the glacier after Norquin and even an entire dungeon were removed. However, changing the scenario even slightly can have large ripple effects later on, so it was difficult to integrate those changes without making things feel unnatural. And the more neatly it comes together, the less visible my hard work becomes (laughs).

—— How about changes other than the new characters? Maeda: I suppose making the story proceed primarily from Shing's perspective. In the original version there were sections where you controlled other characters, but we changed that because we wanted it to be Shing and Kohaku's story.

Naoi: Until all the Spirals are recovered, it's a Shing- and Kohaku-centered story, and even after they are restored, Shing leads his companions and ultimately saves Creed's Spiria as well, so it's all cohesively centered on Shing.

Maeda: Also, because the platform changed to the Vita, we tried to raise the characters' apparent ages a bit. Portraying the romances of Shing and Kohaku, and Hisui and Ritchia more strongly was part of that.

Murakita: Speaking of which, when I asked Yamamoto, who handled the original scenario, "Honestly, is there anything you left unfinished?" he said the most memorable thing was that he never got to use Shing's "Gandoko" in the main story. That stuck with me.

Maeda: When we actually included it, people said, "Isn't Gandoko being said too much?" (laughs). We also made it clear that the shape of the Soma differs depending on its owner—it's a setting where it reflects its owner's Spiria.

—— Do you think the move to 3D increased expressive capabilities, and did that affect the scenario?

Maeda: Games have limits to their expressive power and tend to rely on a lot of verbal explanation, but this time we needed far less. You can actually show things through the characters' movements.

Murakita Personally, I was honestly worried about how Beryl's arm-waving motion I wondered how it would look in 3D, but it turned out to be very cute. The staff who created Beryl

Fu, he must really love Beryl (laughs).

Maeda: The full voice acting was also great. When I was writing the scenario, all I could say was, "I'll leave the rest to you." Naoi: Because the roles were fully voiced, the actors were able to connect emotions and perform continuously, so I think the nuances changed even in small parts. I believe such changes are one of the merits of the re-imagination.

Galard's secret and Scenes with too many memories

—— How did Galard come to be? Murakita: When I first spoke with Inomata-sensei, we asked for a design that wouldn't look out of place for someone who has lived here for twenty years. Initially I mentioned settings like him carrying a paper umbrella, but the illustration became a bit of a bad-boy Italian look (laughs). Still, I felt a surge of excitement because it was a style Inomata-sensei hadn't used before, so we kept going in that direction.

Maeda: When I was told two new characters would be added, the moment I heard one named Chalcedony, I thought, for balance, the other would be a girl. Then they said, "He's an old man," and I thought, "Ah—here we go, this could be interesting!"

—— Please tell us about Galard's upbringing.

Maeda Galado is actually a soldier from the country where Kyukyu from "Innocence R" came from. He was sent to this world about twenty years ago. The big difference from Kyuku is that Galado was sent over when his country was at peace, so his sense of duty was weak (laughs). As a result, he got married, had children, and settled down. However, he lost his wife and child to the Despairill disease, felt enraged, and became a Soma user to eradicate the Despairill disease.

Murakita If you played "Innocence R" and cleared the Triverse Gate to see the ending, I think you'll see a scene that makes you say, "This is it!" From here, Aoki and I indulge in somewhat chuunibyou-like imaginings about how the Triverse story might expand.

Maeda Ah—I'm not thinking about anything (laughs).

Murakita Maeda—you tend not to decide much, right? (laughs)

—— -Finally, please tell us your favorite scene.

Naoi There are too many... but the ones I put the most effort into were the final scenes with Hisui and Kunzite. Both are extremely cool moments for men, and the actors' performances are outstanding here, so I hope everyone will be moved to tears.

Murakita I also like the ending, but what made this project memorable was that we were able to include songs. Litia's lullaby and the children's hymns—having songs added made those scenes more uplifting. Also, the monster stew scene—it got a power-up with voice acting (laughs).

Maeda I have a lot of favorites too... so I'll narrow it down to two (laughs). One is the moment when everyone lines up in front of the giant Thought Stone in Norqueen. Surprisingly, the time when everyone is gathered is short, so I was glad that it was properly included as an animated scene. The other is the scene in Rave's village where Shing awakens—on the cliff with Kohaku alone with him, the fog clears. Deliberately not using animation and instead using character models, something only possible on the Vita, made that event particularly moving.

Murakita If I start talking about this, I won't stop (laughs).

Maeda Then one last thing (laughs). It's a small bit of backstory, but within the story we try not to use the word "kokoro" (heart/mind). Try paying attention to that once. —Thank you very much.

With DLC 遊ぼう！

DLC (downloadable content) is available on the PlayStation®Store

A collective term for purchasable items and costumes. Many costumes do not appear in the main story.

If you download these, you can enjoy Hearts R with a fresh feeling.

Check

After buying DLC, check the items you have on hand!

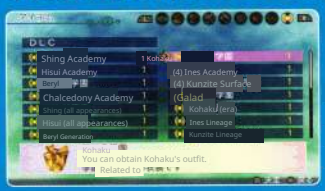
When you buy DLC on the PlayStation®Store, DLC items are added to the game. By using these from the menu screen, you can obtain costumes and items or receive effects such as level-ups and additional Gald. The costumes obtainable via DLC are also introduced in P.384's "Costume & Attachment Data." Please check there to see what they look like.

Note 1
If you purchase DLC from the PlayStation®Store, the DLC items will be added to all save data.

Note 2
After purchase, using the DLC items from the in-game menu will activate their effects.

Note 3
DLC items with the same name can only be used once per game playthrough.

Note 4
You cannot obtain items beyond their caps. For example, using "LV Up +5" at LV 198 will raise your level to the cap of 200, and the remainder will be wasted.



When you buy the DLC
Don't forget to use the DLC item. It can only be used once per week.

For costumes, DLC items
After using it, change it on the Status screen

●DLC List (DLC item names may differ from the product names on the PlayStation®Store)

Category	DLC Item Name	Obtained Item
Level Up	Level Up +5 (1)–(6)	All characters' levels increase by 5
Level Up	Level Up +10 (1)–(3)	All characters' levels increase by 10
Gald	Starting Adventure Grant	Held Gald increases by 1000
Gald	300,000 Gald (1)~(3)	Your Gald increases by 300,000
GRADE	GRADE+1000(1)~(2)	Your GRADE increases by 1,000
GRADE	GRADE +2000 (1)–(2)	Your GRADE increases by 2,000
Consumable Item	Adventure Help Set	Apple Gummies ×3, Orange Gummies ×3, Spectacles ×3, Life Bottle ×3
Consumable Item: Cooking Ingredients Set		Rice ×10, Salt ×10, Nori ×10, Chocolate ×10, Banana ×10
Consumable Item: Red Herb Set (1)–(3)		Red Sage ×10, Red Savory ×10, Red Lavender ×10, Red Verbena ×10, Red Chamomile ×10, Red Saffron ×10
Consumable Item: Premium Item Set		Elixir ×10, Specific ×10, Treat ×10, All Divide ×10
Costume: Shing Academy		Shing's Outfit "Mischievous Academy Kid"
Costume	Kohaku Academy	Kohaku's Outfit "Strongest School Heroine"
Costume	Hisui Academy	Hisui's Outfit "Hot-Tempered Upperclassman"
Costume	Ines Academy	Ines's Outfit "Beautiful School Nurse"
Costume	Beryl Academy	Beryl's Outfit "Art Club Ace"
Costume	Kunzite Academy	Kunzite's Outfit "Spartan Teacher"
Costume	Chalcedony Academy	Chalcedony's Outfit "Upright Disciplinary Committee Chair"
Costume	Galad Academy	Garad's Outfit "School's Lethal Janitor"
Costume	Shing (all appearances)	Shing's Outfit "Kaius Outfit"
Costume	Kohaku Lineage	Kohaku's Outfit "Marta Outfit"
Costume	Hisui Lineage	Hisui's Outfit "Spada Outfit"
Costume	Ines Lineage	Ines's Outfit "Judith Outfit"
Costume	Beryl Lineage	Beryl's Outfit "Patty Outfit"
Costume	Kunzite Lineage	Kunzite's Outfit "Rapid Costume"
Costume	Chalcedony Lineage	Chalcedony's Outfit "Yggdrasil Outfit"
Costume	Galad Lineage	Galad's Outfit "Malik Outfit"
Costume	Shing Butler	Shing's Outfit "Distinguished Young Butler"
Costume	Kohaku Maid	Kohaku's Outfit "Delicate Martial Maid"
Costume	Hisui Butler	Hisui's Outfit "Combat-style Butler"
Costume	Ines Maid	Ines's Costume "Might-Strength Maid Lady"
Costume	Beryl Maid	Beryl's Costume "Fluffy Cloud Sheep Maid"
Costume	Kunzite Butler	Kunzite's Costume "Clockwork Butler"
Costume	Chalcedony Butler	Chalcedony's Outfit "Noble Butler"
Costume	Galaud Butler	Galad's Outfit "Enchanting Middle-Aged Gentleman Butler"
Costume	Shing Idol	Shing's Outfit "Junior Star"
Costume	Kohaku Idol	Kohaku's Outfit "Grappler Idol"
Costume	Hisui Idol	Hisui's Outfit "Beautiful Skin-type Idol Big Brother"
Costume	Ines Idol	Ines's Outfit "Limited Heavyweight Idol"
Costume	Beryl Idol	Beryl's Outfit "Idol Artist"
Costume	Kunzite Idol	Kunzite's Outfit "Sound Meister"
Costume	Chalcedony Idol	Chalcedony's Outfit "Glorious Feather"
Costume	Galaud Idol	Galard's Outfit "Shining Old Man"
Costume	Shing Swimsuit 2	Shing's Outfit "Midsummer Lightning Boy"
Costume	Kohaku Swimsuit 2	Kohaku's Outfit "Beach Bikini Girl"
Costume	Hisui Swimsuit 2	Hisui's Outfit "Beach Youth"
Costume	Ines Swimsuit 2	Ines's Outfit "Seaside Venus"
Costume	Beryl Swimsuit 2	Beryl's Outfit "Tropical Straw-hat Maiden"
Costume	Kunzite Swimsuit 2	Kunzite's Outfit "Deep-sea Exploration-type Android"
Costume	Chalcedony Swimsuit 2	Chalcedony's Outfit "Flying Swimsuit Boy"
Costume	Galard Swimsuit 2	Garad's Outfit "Summer Festival Boss"
Costume	Shing Custom	Shing's Outfit "Another Color", "Crystal Knight" ※
Costume	Kohaku Custom	Kohaku's Outfit "Another Color", "Energetic Summer Girl", "Kohaku Hood" ※
Costume	Hisui Custom	Hisui's Outfit "Another Color", "Crystal Knight" ※
Costume	Ines Custom	Ines's Outfit "Another Color", "Dynamite Lady", "Special Forces Uniform" (permanent)
Costume	Beryl Custom	Beryl's Outfit "Another Color" "No Hat", "Youth! Sports Girl" "Bitter Black", "Sweet White" ※
Costume	Kunzite Custom	Kunzite's Outfit "Another Color", "Underwater Suit", "No Helmet", "Special Exterior Type S" ※
Costume	Chalcedony Custom	Chalcedony's Outfit "Another Color", "Flying Diver", "Noble Boy" ※
Costume	Garad Custom	Garad's Outfit "Another Color", "Pajamas" ※

※All of these costumes can be obtained in the game by meeting the required conditions.

Enjoy this and that with DLC

Combination Mystic Arte becomes swimsuit!!

With DLC, you can purchase swimsuits that are different from the ones obtained in sub-events. Equip these on characters and when you perform a Combination Mystic Arte in battle, even the cut-in will appear with them in swimsuits. If you buy them, be sure to try it out.

Beat enemies into pulp from the first playthrough!

If you use all the level-up DLCs, you can raise your level by as much as 60 at once. With that much increase, you should be able to progress through battles without difficulty. Alternatively, when attempting the “Unknown” difficulty on a second playthrough, you can use such DLCs to slightly boost your level.

Enjoy the story with a fresh feeling

Changing costumes also alters the impression of event scenes. Combine not only DLC costumes but also outfits and attachments obtainable in the main game to stage the story in your own way. By the way, there are also post-battle banter conversations exclusive to DLC costumes.

Videos streaming on the web! Videos of DLC costumes are available on "Tales Channel+". Access via PC or smartphone! http://tales-ch.jp/

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TALES OF HEARTS R INFINITE EVOLVE

OFFICIAL INFINITE GUIDE

Tales of Hearts R Infinite Evolve Official Infinite Guide

namco

PS Vita 対応

BIST Cubist IE Department / Edited

BASIC SYSTEM

Basic System

"Tales of Hearts R Infinite Evolve" is a 2D action RPG in which you control S hing and Kohaku to fight off enemies.

How to Read the Screen and Basic Controls

HP gauge. If it reaches 0, it's game over. Recov er by picking up items!

Callable support characters. Which character is called can be set in the menu screen.

CG (Connection Gauge). Consu med when calling a support cha racter. It recovers when you att ack enemies.

Hit count. It doesn't mean much, but it's nice when it increases.

TP gauge. Required to us e arts. It recovers by 1 ea ch time you land a norma l attack on an enemy, and can also be recovered by picking up items.

Combo gauge. Defeating enemi es in succession increases the g auge; each time it reaches the r ight end, coin multipliers increa se. It decreases over time or wh en you take an enemy attack.

Current stage number. Ex essed using the symbols , meaning 1, means 5 and 20 means 100.

Held Gald. Gald is dropped by enemies, and the higher the coin multiplier the more will drop. Collect a lot and use them at shops.

Input Method	Action
← or →	Move
←← or →→	Dash
↑ or ↖ or ↗	Jump
Button	Normal attack (can be performed in a 3-hit combo)
↓ + Button	Low-level attack

Input Method	Action
Button	Skill (see next page)
Button	Guard
Button	Open Menu Screen
button	Switch between Shing and Kohaku (from Stage 6 onward)
Left and right analog sticks	Summon support characters

Items dropped by enemies

When you defeat enemies, they drop coins, treasure, and other items that increase your Gald.

Some enemies may also drop recovery items like Apple Gummies.

Coin

Worth 10 Gald each. They p op out in a large burst.

Apple Gummies

Restores 30% of HP. If your HP is reduced, pick it up immediately.

Coin Bag

200 gald each. Quite pleasing.

Orange Gummy

Restores 30% TP. Its appearance is similar to an Apple Gummy.

Treasure

One piece costs 5,000 gald. It is a raw gem of gold or j ewels more valuable than coins.

Elixir

Fully restores HP, TP, and CG! Pick it up after wiping out the surrounding enemies.

Amazing Treasure

One piece is an astonishing 100,000 gald!! Truly gold and silver riches. You'll be happy if you obtain it.

Shopping at Shops

At the start of a stage or right before a boss, a shop suspended by balloons will float in. Jump inside and you can buy items and support characters with th e gald you've collected. If you also buy enhancement items and raise each par ameter to certain values, you can learn new artes (see below).

Shop Data

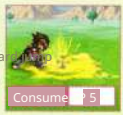
Category	Name	Release availability	Initial price	Effect	Price increase per purchase	Maximum price
Recovery items	HP Recovery	From the beginning	100	Recovers 30% HP	—	—
	TP recovery	From the beginning	200	Recovers 30% TP	—	—
	Full recovery	From the beginning	980	Fully restores HP, TP, and CG	—	—
Enhancement Item	Attack up	From the beginning	80	Attack +3	20% (max 500)	999999
	Defense up	From the beginning	70	Defense +3	20% (max 500)	999999
	Agility up	From the beginning	60	Agility +3	20% (max 500)	999999
	HP Up	From the Beginning	90	HP +7 TP +3 O	20% (max 500)	999999
	TP Up	From the Beginning	110	ne of Attack, D	20% (max 500)	999999
	Random Up	Stage 6	140	efense, Agility, HP, or TP +3	20% (max 500)	999999
Support Character	Luca	From the beginning	4600	On the first time, each support ch aracter can be summoned, and fr om the second time onward the support character's level increases (Raising the support character's level increases the power when summoned and also raises the maximum value of Shing's CG)	130% (max 500000)	99999999
	Ilia	From the beginning	560		65% (max 100000)	99999999
	Caius	From the beginning	1600		130% (max 500000)	99999999
	Rubia	From the beginning	2500		130% (max 100000)	99999999
	Yuri	Stage 6	1800		130% (max 500000)	99999999
	Lloyd	Stage 6	2000		130% (max 500000)	99999999
	Jade	Stage 6	1200		100% (max 100000)	99999999
	Guy	Stage 11	720		65% (max 100000)	99999999
	Rid	Stage 11	2100		130% (max 500000)	99999999
	Stan	Stage 16	2200		130% (max 500000)	99999999
	Presea	Stage 16	800		65% (max 100000)	99999999
	Byrox	Stage 21	1300		150% (max 500000)	99999999
	Conway	Stage 21	25000		150% (max 500000)	99999999

1 person, 4 types of artes

Shing's Arts/Techniques

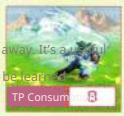
Ground Crush Impact (Button)

A skill usable from the start. Perform a short forwa ard hop and slam attack. It has a small recovery and low TP cost, making it easy to use.



Shishi Senko (← or → + Button)

Release the lion's fighting spirit to knock enemies a way. It's a useful skill when there are many enemies in front. It can be learned once the attack value reaches 100 or higher.



[Xiangxing] Blade (+Button)

Learned when Attack and Agility are 120 or high er. Leap high diagonally upward while slashing. Use this to attack when there are many airborne enemies.

"Star Severing Blade (+ button)"

A skill learned at Agility 200 or higher. Quickly moves forward while attacking enemies. Repeat edly using it back and forth left and right makes it very powerful.

Kohaku's Techniques

Fire Whirl (Button)

A technique usable from the start. Spin a flame-imbued around in circles to attack. Use this to hold enemies in place and call a support character. TP cost

Fireball (or + button)

Learned at TP 50 or higher. A technique that fires a fireball that pierces enemies. It requires a short casting time, so use it from a distance. TP cost

Houou Tenbu (Button +)

Envelops itself in flames and performs a diving attack. Its charm is that it can hit enemies both in the air and on the ground. Can be learned once attack reaches 150 or higher.

Explode (+ button)

Causes a massive explosion that engulfs many enemies. A very powerful technique that can b e learned when both TP and Agility reach 250 or higher.

Videos available on the web! Strategy videos are being distributed on "Tales Channel+." Access via PC or smartphone! http://tales-ch.jp/

SUPPORT CHARA

Support Character

There are 14 support characters you can summon in total. Learn each character's strengths and use them according to the situation!

Ruka
[Ascension]

Appears from the rear and performs a downward slash followed by an upward slash with a greatsword. Effective when attacking [illegible] enemies in front.

Guy
[Akisame]

After thrusting forward multiple times, perform a somersault kick. It has fast startup and is convenient for quick use.

Ilia
[Tide Bullet]

Fires a bullet at the ground that creates a whirlwind lasting for a certain time. When returning, she fires the gun again to attack enemies [illegible].

Ryud
[Aurora Wall]

Generate light around yourself to attack surrounding enemies. Its power is modest, but it hits repeatedly and can also strike airborne foes.

Caius
[Beast Prow]

After transforming into a beast, she charges forward while attacking. There are attack frames during the beast form, but it is difficult to hit small enemies.

Stan
[Demon God Sword]

After releasing a penetrating shockwave, he performs a spinning slash toward the front. It easily hits multiple enemies in front of him.

Rubia
[Heal]

Performs Heal to restore HP. The amount recovered increases with Rubia's level, so prioritize raising her level.

Presea
[Moon双閃]

Performs two upward axe slashes. With good reach, it easily hits multiple enemies and knocks them back.

Yuri
[円閃牙]

After slashing an enemy, she spins her weapon to deliver additional consecutive slashes. A character who can easily rack up [illegible] combos.

Bairox
[Dragon Cannon]

Fires a beam in a straight line from the Soma he [illegible]. The attack has long range and continues to hit for a set period of time.

Lloyd
[Tiger Fang Consecutive Slash]

While performing a small jump, slash the enemy multiple times. Because it easily hits airborne foes, it is very handy.

Conway (A)
[Fireball]

When summoned, one of two techniques will activate. Fireball fires three penetrating balls of fire.

Jade
[Ignite Prison]

After chanting, create a giant pillar of fire in front. It takes time to activate, but it can keep enemies pinned down for a long time.

Conway (B)
[Explode]

After casting, it attacks a wide area in front with an explosive blast. It takes time to activate, but can hit a large area.

STAGE CAPTURE

Stage Strategy

Here we teach the basic tactics for clearing stages and strategies for stages up to Stage 5. Mastering these will mean subsequent stages are fought the same way.

Basic Stage Strategy

On the way to where the boss waits, actively attack to reduce the number of enemies so you won't be surrounded. If you do get surrounded, dash to escape from the area Dash attack!

It can also be an option to finish them off. In boss battles, because the enemy attacks are powerful, it's good to charge in with dash attacks as described below, then brace your guard and wait for an opportunity to counterattack.

First, slash in with a dash attack! For ordinary enemies, this alone can sometimes defeat them.

Use guard or Artes

Guard against the enemy's counterattack, or if you have TP, press the attack with Artes.

Finish with a support character!!

While guarding or using Artes, summon a support character and deal massive damage.

Stage 1: Grasslands

On the way, watch out for Slimes and Catorfish. There are many Slimes, so use normal attacks to steadily thin their numbers. Be aware that Catorfish in the air may rush in, so keep an eye on their movements.

Slime

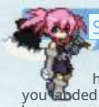
They don't attack much, but there are many of them. Quickly close the distance with a dash and finish them off with normal attacks.

Catorfish

Because they are in the air, they are hard to hit. Intercept them when they rush in, or attack with Earth Crush (Chisai) / ground-shattering Artes.

BOSS Beryl

The Digi-Typhoon has a large recovery window after its attack, but if you approach to strike it, you may be hit by its brush and take damage. Aim to attack after guarding Az from the Slash.



Side Info Combo Gauge

The combo gauge fills as you attack enemies, and the amount it increases depends on the type of attack you landed as shown on the right. The largest increase comes when a support character defeats an enemy. Whenever possible, let a support character finish enemies.

Combo Gauge Increase Amount

1x Attacking with a normal attack

2x Attacking with an artes/skill

Defeating an enemy with a normal attack

4x Defeating an enemy with an artes/skill

Defeating an enemy with a support character ..... an astonishing 12x!

Videos available on the web! Strategy videos are being distributed on "Tales Channel+." Access via PC or smartphone! http://tales-ch.jp/

Stage 2 Snowfield

Watch out for Hopping Slimes that leap and charge. You can defeat them by timing an attack when they land, but if other enemies are present, it's safer to evade with a guard. Also, if you're overwhelmed and can't move, call in a support character while guarding to stop the enemies' movement.

Hopping Slime It forms into a ball and hops while rushing forward. It's hard to time attacks against it, so guard and ride out its charge when it comes at you.

Creamé (Cleome) It swiftly descends from the air and attacks right in front of you. Since it comes from a high position, match it with a normal attack as it comes down.

BOSS Kuntzite

Attacking the Mashinkenk or Mashinkenk • Shōga during their openings makes you prone to counterattacks. After guarding the Rekkūzan, dash forward to close the distance and attack. At that time, keep your normal attacks to about two hits so you won't be caught by a counterattack.

Stage 3 Beach

The number of enemies on the path increases greatly, and if you push forward, enemies may appear from behind. You'll be surrounded more easily than before and take damage more often. If enemies appear behind you, dash back to defeat them before proceeding. Also, since enemies appear one after another as you advance, moving forward little by little is recommended.

Gladiolus A troublesome, tough enemy that throws stones from a distance. When it appears together with slimes or Piyo, clear them out with a support character.

Piyo Suddenly drops down from above. They appear in large numbers and surround you, so if you don't defeat them quickly you'll take unnecessary damage.

BOSS Peridot

A strong enemy with fast activation and many attacks that leave little opening afterward. It closes in for quick melee assaults, so guard properly and counterattack. It's good to attack after its relatively large opening slide.

Extra Info Basic Coin Count

The amount of coins enemies drop is determined by the enemy type and the coin multiplier. The base number of coins each enemy drops is as shown on the right, but in reality the number of coins dropped increases as the stage progresses. Among non-bosses, the Big Piyo has a large base amount of 30 coins, so try to defeat it when your coin multiplier is as high as possible.

Base number of coins dropped by enemies

Enemy Name	Coin
Slime	1 ※
Piyo	1
Cutlefish	3
Cleome	5
Gladiolus	8
Bouquet	15
"Dekabiyo	30
Beryl	50
Kunzite 60	
Peridot	70
"Chalcedony	80
Armes	90

※ Hopping Slime is 2.

Stage 4: Royal Castle

Bouquet, Gladiolus, and other enemies that deal strong attacks and are hard to damage appear in large numbers. Since Bouquet can attack from behind, if you risk being surrounded, dash to put distance between you and them and regain your footing.

Bouquet Hard-to-damage troublesome enemy May drop an Elixir that fully restores HP and TP when defeated.

Giant Piyo

Only slightly larger than a Piyo, but its durability is far higher. It repeatedly uses techniques, so defeat it quickly

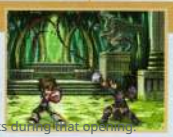
BOSS: Chalcedony

The Demon-Slaying Azure Wing that charges quickly and repeatedly is a threat. Hold your guard and attack after its attacks, focusing on ample openings such as the downward strike from the air and the Azure Streak Blade, which

Stage 5: Altar

Stage 5 does not scroll like the previous stages; the boss fight against Hermes begins immediately. Normal enemies will continuously appear during the battle, so make use of support characters to sweep them away.

BOSS: Hermes



When it moves away, it fires several types of projectiles; when you get close, it attacks with a whip. After a mocking laugh it unleashes a four-hit whip combo and will be momentarily vulnerable, so it's best to land normal attacks during that opening.

Hamidashi Information: Developments After Stage 6

After clearing Stage 5, Stage 6 begins following a skit. From this point on, Stages 6–10 form the second loop, 11–15 the third loop, 16–20 the fourth loop, and so on — every five stages count as one loop, and you will keep fighting continuously.

When you clear Stage 5, Kohaku joins the party, and as you clear certain subsequent stages you receive pleasant rewards such as added support characters and extra skits. Aim to clear the final Stage 1000 and grind thoroughly!

Changes After Stage 6

- In every stage, all minor enemies can appear.
- Armor Bosses Beryl, Kunzite, Peridot, and Chalcedony Armes reappear repeatedly.

Every five stages, enemy "attack frequency," "number of spawns," and "spawn rate of minor enemies during boss fights" increase. Enemy strength also rises with each stage.

Various Rewards

Condition	Rewards
Clear Stage 5	Kohaku joins
Clear Stages 5, 10, 15, 20	Items added to the shop
Clear Stage 20	Extra skit added to the title screen
Stages 6, 11, 16, 21, 51, 101 (and thereafter every 50 stages up to 951) upon start Clear Stage 1000	Mini skit occurs
	Game clear mini skit occurs

Videos available on the web! Strategy videos are being distributed on "Tales Channel+." Access via PC or smartphone! http://tales-ch.jp/

SPECIAL INTERVIEW

Infinite Evolve Special Interview

The first-run included bonus "Infinite Evolve" is so elaborate it hardly feels like a bonus game.
I learned the behind-the-scenes story of its creation from three people: Mr. Ōdate, Mr. Aoki, and Mr. Naoi (see profiles on p. 458).

"Open up the realm of infinity" RPG by Odate

Everyone's motivation switch was pressed and the game was made

— First, could you tell us how "Infinite Evolve" (hereafter, Evolve) came to be produced? Naoi: At first we were thinking about bonus items. We thought it would be fun if you bought the game and got another small game as a bonus. On top of that, we considered making a small game using the original version's pixel art.

Odate: Initially it was a modest piece called "Wonder Peridot," themed after "Wonder Momo." Somehow, before we knew it...

Naoi: I think when I discussed the plan I accidentally pushed some kind of switch in Odate. As usual, he suddenly called us over and wrote all over the whiteboard, "Wouldn't it be more interesting if we did it like this?"

Aoki: At first there were no shops or world map. Those things gradually got added.

— How long did it take to make? Odate: From planning it was about three months. After about two months from the start of production, I took over the site. I sat down and announced, "Hello, I'm director Odate," and then it felt like everyone erupted.

Naoi: It was an unexpected director takeover (laughs).

Odate: When Naoi received the budget from Murakita, I said, "Hey, Naoi, how much did you get? Give it all!" Well, for what we lacked, we tried to make up for it with enthusiasm (laughs).

Naoi In the end, once the development staff began making it, it turned out even better.

It makes me want to do it, and I get motivated. Odate: When I want to change things even more, I go all the way to the Seventh Code and passionately talk to the people involved (laughs). When I do that, everyone's motivation switch starts to flip on, and things get completed even without asking. The biggest moment was when I blurted out, "It would be great if players could clear stages infinitely and grow infinitely stronger. Leave the difficulty to me—just make it relentlessly hard." I feel like that flipped the programmers' switches (laughs). It was fascinating. I started feeling like I wanted to try making something like that.

Aoki: There are, in any case, up to 1,000 stages, and the debugger seemed like someone who had their switch flipped — they were clearing the 1,000 stages at an incredible pace.

Odate: Everyone's switches were flipped, and that's how the finished game came about. It just kept getting more and more fun, to the point that for a while we seriously talked about "should we release a demo?"

Naoi: In fact, the staff would play test sessions of "Evolve" even during their breaks, and it became quite a craze.

What tips do the directors share about攻略?

— Do you have any advice for players who find it too difficult to clear?

As a basic idea, I think you can make progress simply by collecting coins and steadily strengthening yourself. As for technique, don't pick up the coins. Keep scattering them to cause slowdowns, and that makes battles easier (laughs).

Aoki The frame drops have been left in intentionally. Implementing frame drops is a rather puzzling decision (laughs).

Programmer Odate said, "It's embarrassing for a 2D game to have slowdowns—can we get rid of them?" so I told him, "You idiot, that's part of the charm."

Aoki: The programmer asked that this be mentioned in the interview.

Odate: Right. Actually we could have removed them, but we were told not to—that was the director's instruction, so it can't be helped (laughs).

Aoki: As a piece of advice, early on I'd definitely recommend strengthening Rubia, the support character who can heal.

Naoi: I tend to power up the initial Luka. Her attack range is wide, and I think she's easy to use.

Odate: It differs from person to person—who you summon or strengthen. I go for Bairox, Lidd, Conway, and blast flashy effects everywhere to cause slowdowns (laughs).

—— How were the support characters chosen? Naoi: Mainly based on performance. But Conway was made with pure enthusiasm from start to finish.

Aoki: For Conway I even redrew the pixel art; I pushed the staff hard to get it done.

Odate: Normally we'd have to choose only from characters that appeared in the original version—there's no budget. Yet we went and redrew Conway. Just so we're clear, this is a bonus game, after all (laughs).

Attention to detail, and then NEXT INFINITE.....

—— Please tell us about any memorable events during production. Naoi: Well... For a while we got club emails from Odate titled "Infinite "Evol Club" (laughs). Odate: Murakita wasn't included in the recipients. He'd get mad. Naoi: We also, on a whim, sent emails like "At our company's Evol Club, we have these opinions," exchanging messages with the Seventh Code team. Also, Odate kept doing "Evolve" so much that I got mad at him (laughs).

Odate: No, I was working on the main game too. I was. But as the "Evolve" director, I have the duty to check whether the corrections were made.

Naoi That's right. I'm the director after all (laughs).

Odate For example, at first the character didn't step forward when attacking.

So we said, "This won't do. Add a half-step with the attack." We also checked fine details I usually wouldn't, like how much diagonal input triggers a jump.

Aoki: On the other hand, the story came together quickly (laughs). The story of Shing becoming a stronger man over the first five stages is basically the core story of "Evolve," right?

Odate: I feel like it took less than five minutes to decide, "Let's make it that kind of story" (laughs).

—— This is a standard interview question, but... Please tell us your plans for a sequel. Odate: No, this is an important question. There will be a sequel in some form. We want to make it a series (laughs).

Naoi: Even though the next main installment was so vague (laughs). Odate: We just want to continue this spirit, but maybe this will spark some amazing business. The "Evolve" business.

—— Now, please give a message to our readers. Naoi: The fact that we were able to make it this far is largely because everyone flipped their switches. This is a very special game born in this era — please try to see how many stages you can clear. Aoki: It's designed so you can play in various styles, so you can raise your favorite support character, or deliberately try to go as far as you can without using support, or even play using only "Shoseiba." We hope people enjoy it in different ways.

Odate: We're looking forward to clear reports with the Twitter hashtag "#IE部." For posts that seem credible, we'll retweet them (laughs). Also, in the very end we added play time to the menu screen. If you also report your play time, as the Evol Club president I'd be very happy (laughs). Please join —— the Evol Club. - Thank you. Lastly, Producer Murakita, please say a few words.

North of the village — Honestly, he went and did whatever he pleased, even putting himself ahead of the producer. But if everyone enjoys it, that eases my resentment. Please enjoy the main story as well. - Thank you very much.

Developer's Secret Technique Instruction ①

Gandoko Method THE LAW OF GANDOKO-

Those who chase 1 gald will cry over 100 gald. That is the basic law of "Evolve." Instead of bothering to go back and pick up gald, push forward relentlessly, keep chaining combos on enemies directly ahead, and make them spill a massive amount of gald. A huge amount of gald will eventually cause frame drops.

Developer's Secret Technique Instruction ②

Lion Return -LION'S TURN-

During practice of the Gandoko Method, when many enemies start clinging to your rear, cut through to the left with "Shoseiba" or "Stardust Break," then turn right and unleash "Lion's Roar." Finish off enemies knocked down by "Lion's Roar" with a supporting character. This is the secret technique: Lion Return.

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